CURSOR

Newsletter of the
COMMODORE
COMPUTER
USERS
GROUP
QLD Inc.

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VOL.8 No7 MARCH 1992

Three Heads: A Pieter Bruegel icon:
An image for the **Battle Between Carnival and Lent** and the **Fat and Thin Kitchens**

Our Next Main Meeting will take place on Tuesday, 3rd of March, at 8 pm (Libraries & Sales at 7 pm) at the Bardon Professional Development Centre

COMMODORE COMPUTER USERS GROUP (QLD) INC

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Our BBS is part of the Fido Network (Node No. 3: 640/304), and can be accessed by our members at300, 1200/75, 1200, 2400 bps and 9600 bps, using 8 data bits, 1 stop bit and no parity.

Opinions expressed in CURSOR are those of the Author(s), and thus not necessarily those of the C.C.U.G.(QLD) Inc. or the Editor.

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MEETINGS

MAIN MEETING

Our next Main Meeting will be held on Tuesday, 3rd March at the Bardon Professional Development Centre, 390 Simpsons Road, Bardon, starting at: 7pm.
Library 7pm -8pm & 9pm-9:30pm.
Sales: 7pm-8pm.
Entrance through the Centre's carpark in Carwoola Street. Parking is not permitted in the Centre's grounds! Details of this month's topics can be found in the relevant section of this newsletter.

WORKSHOP MEETINGS

Amiga Workshop

The Amiga Workshop will be held on Sunday, 8th March, (12 Noon-4pm) in the Ithaca RSL Hall, cnr. Nash and Elizabeth Street, Rosalie.
Workshops are for members only, so bring your membership card or join at the door.

Bring your own Amiga equipment. Public Domain software (over 500 disks) available for copying at no charge.
Disk and Accessory Sales: 1pm-3pm.

We also have a HELP support group for beginners: see our HELP column in this newsletter or contact your Coordinator, Phone 288 8863..

64/128 Workshop

Held at 25 Fairleigh St., Windsor.
3rd Tuesday of the Month, 7pm-10pm, or 3rd Sunday of the Month, 1pm--4pm
Rod Watson, coordinator Phone: 8576131
(Full collection of Public Domain software and a mini classroom with an SX-64 and printer permanently set up.)

PLEASE NOTE: Activities that breach Copyright on Commercial Software are illegal, and are NOT ALLOWED at our Meetings!

GOODS & SERVICES

(At Main Meeting or by Mail)

AMIGA SPECIFIC:

Public Domain Disks 3½" Mail Order: $2.00 ea(+$2.50 p&p for up to 6 disks).
Commercial Library Catalogue Disk 3½": $2.00 (+$2.00 p&p).
5¼" blank disks: $8 per 10 ($3.00 p&p)
3½" blank disks: $10.00 per 10 ($3.00p&p).
3½" disk boxes(80 disks): $20.00 ($5.00 p$p).
3½" disk labels (68x68mm) 4 sheets(=48 labels): $1.00 ($3.00 p&p).
Amiga Dos Summary: $3.00 ($3.00 p&p)
Micro switch replacement kit for Amiga Mouse $15.00 ($1.00p&p).

C64/128 SPECIFIC:

DISKS
Public Domain disks5½" Single sided:$2.00 ea.
Double sided: $3.00 ($3.00 p&p for up to 5 disks)
Catalogue disks 5¼". for P.D or Library: $2.00 ea. ($2.00 p&p).
5¼" blank disks: $8.00 per 10 ($3.00 p&p).

BOOKLETS
Public Domain Instruction Book(C64): $5.00 ($2.00 p&p)
Starting with Disk Drives (Paul Blair):$2.00 ($1.00 p&p)
Graphics and Sound on the C64 (G. Perry): $5.00 ($2.00p&p)
Commodore Macro Assembler Book:$5.00 ($1.00 p&p).

THE WRITE STUFF 64 (word processor), with Manual:	$18.00.
V2. BB SPELLER 64 (supplements TWS64)	$12.00.
BB Talker (Write Stuff with speech synthesizer)	$12.00.
THE WRITE STUFF 128 (word processor) with Manual:	$30.00.
V2 BB Speller 128 (supplements TWS128) :	$12.00.

($3.00 p&p).

GENERAL:

Back Issues of CURSOR: $1.50 ea
Address Labels(23x89mm):$14.00/1000.($3.00 p&p).
Ribbons for MPS-1000,GX/LX 80:$11..00
Ribbons for MPS 1200/1250/120D $10.00
Ribbons for Riteman C or F: $12.00. ($2.00 p&p).

MAILING ADDRESS

Please address all club correspondence (other than letters and articles for CURSOR) to:

The Secretary
C.C.U.G.(Q.)
P.O. Box 274
Springwood Qld 4127

For Fast Tracking of applications and orders write directly to:

The Secretary,
C.C.U.G.(Q.)
48 Newcomen Street
INDOOROOPILLY 4068

(Make cheques payable to C.C.U.G.(Q.)
If you change your address please advise our Secretary, not the Editor or Sysop!

MEMBERSHIP FEES ETC.

JOINING FEE: $10.00
ANNUAL MEMBERSHIP FEES:
Ordinary Membership*: $30.00
Country/Ass. Membership: $20.00
Pensioner Membership: $20.00
Family/Business Membership: $40.00
LIBRARY FEE: $5.00

**(within the Brisbane Metropolitan Telephone District)*

LENDING LIBRARY

The lending period for books, magazines, and software is one month without extensions. If unable to attend the next meeting, please mail the material to:

Bob Devries
C.C.U.G.(Q) Librarian
21 Virgo Street
INALA 4077

or they may leave this material with their nearest Management Committee member. (Please ring first!).
By following these simple rules, you assist your fellow members who may wish to borrow the material you are returning.

YOUR NEWSLETTER

CURSOR appears 11 times a year and depends on readers' contributions for its content. Address all Newsletter Mail, including advertisements for BYTES column, to:

The Editor, "CURSOR"
24 Egmont Street,
SHERWOOD Qld. 4075

If you own a modem, you can upload your articles, news, letters etc. to the Group's BBS. (Ph 300 6356, or 300 6357: CURSOR File Area 14.).

Deadline for the next (MARCH) issue is: FRIDAY, 28th of FEBRUARY

Format for Contributions

Short articles (less than a page) and adverts for the BYTES column can be submitted in writing, or printed, but we prefer articles on disk. Please use minimum or no formatting in your article. Do not indent paragraphs, and use a single space after a comma, semicolon or full stop. If a specific page layout is required, include a printout of the desired format. Disks will be promptly returned, and we pay return postage.

C64/128 Specific:

Supply your articles on 5¼" disk in the format: true ASCII file or PET ASCII file. The Write Stuff, Superscript, Easyscript, Paperclip, and Pocket Writer all have SEQ ASCII options. Speedscript files should be saved with the SS converter program, option 2. We are unable to convert Geowrite, Fontmaster, or Bank Street Writer files.

AMIGA Specific:

Supply your article on 3.5" disk as an ASCII or WordPerfect file with minimum formatting. Articles may also be submitted as MS-DOS ASCII files.

For All Your Commodore
Warranty & Non Warranty Repairs

- Professional Staff (Senior Technicians)
- Fast Turnaround
- Flat Rate Charges
- All Work Guaranteed
- Special Rates for C.C.U.G.Q. Members (on production of membership card)

MOUSE TIME!

Genuine Amiga Mice at $50.00 each (less 10% for CCUGQ members on production of Membership Card)

RAM EXPANSION for A590

1MByte - Chips only: $90 - Fitting + $40
2 MByte - Chips only: $160 - Fitting + $40

SOUTH EAST QUEENSLAND COMPUTER REPAIRS
(Tony May - Manager)

Shop 4, 32 Brisbane Road, Bundamba
Phone (07) 816 1588

Cursory Notes
By Leigh Winsor

Donated to the Club

I am please to note that we have been generously presented with equipment for the C-64 Workshop. Will Erdmann has donation of a SX-64 and a GX-80 printer for the use of the C4 Workshop. Will is the author of the 64 machine language articles which have appeared in CURSOR over the past several years. Until now we had only known him by phone and his articles; but he and his mother brought the equipment down to Brisbane and spent a morning with Dough Maclurkin and myself. Will has cerebral palsey, with which he copes with dignity and courage; and his computer and computer club provide an window through which to engage and communicate in a larger world.

I accepted the equipment as as given into the control of the 64 workshop, for the use of the Workshop in sustaining interest in the 8 bit Commodores. If at some future date it does not serve that function, then the equipment could be returned to Will or sold, and the proceeds returned to Will.

The 64 workshop is small, but its coordinator Rod Watson hopes to make it a focal point for continuing 8 bit Commodore interest. It will help reduce the dissipation of 8 bit knowledge and information that took years to acquire, and which often means the difference as to whether a users treat a computer is a toy or a useful tool. A great many of the dormant 8 bit users dropped out of the Club last year -this is one factor in our present financial crisis- but the active users, though small in numbers, are still going on much as before.

And a Hard Drive!

We also received a very generous gift of a 40 meg Hard Drive for the Club' s BBS from chief Guru Steve McNamee.Lets thank them both, and hope that their act of faith in the Club provides an example that will inspire others.

Fat or Thin?

CURSOR is the communication shared by all members of the Club: country members, house bound members, people with transport problems, people on shift work who can't get to meetings, not to mention Bardon Groupies. It tries to reflect the members' experience,to help shape the Club's collective identity, to report what's happening, and keep each other in touch what's good, bad, interesting; and most importantly, what's new. It contains imperatives: **remember this date!**, don't forget to do this, appeals (See how we got a computer for the 64 workshop!), info: here is this phone number, this address... And often, when we get the right articles, it is a good read.

Our current finances make its present status precarious. These matters will be discussed at the March General Meeting. At present we are coping, but the new postal rates announced by Australia Post propose that the concessional postal rates for registered publications be available only to postings of over 500 copies. Without that, postage would increase by about 40 cents per copy. When that happens we'll have to:

get more advertisers
get more members
print less pages
provide less CURSORS

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(If anyone is interested in taking on the important function of Advertising Coordinator, we would be please to hear from them.)

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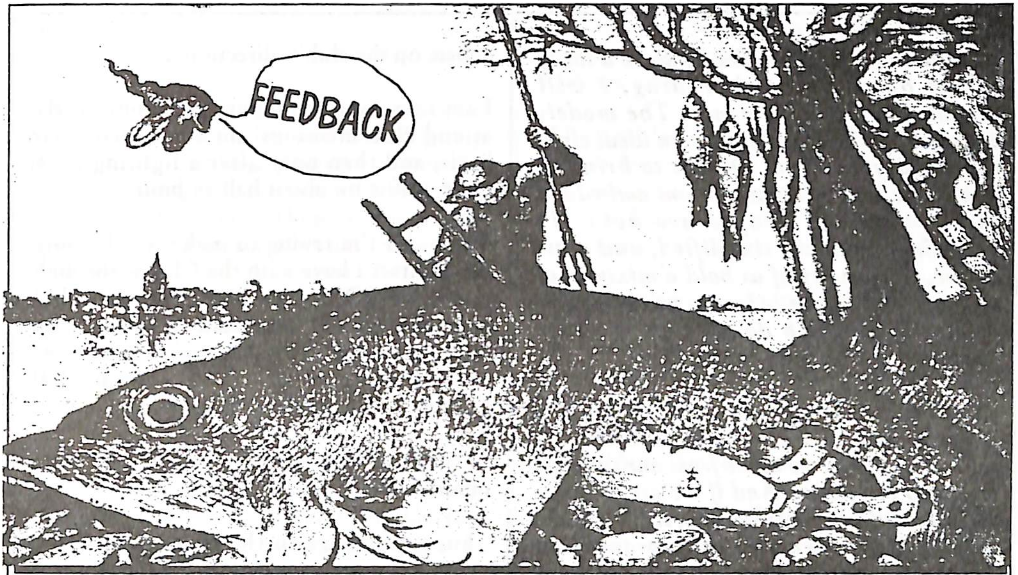


Feedback for March Day of the Locust Meeting

I received a number of comments and opinions from our members on the value and function of our user groups, and how best its various services and functions can best serve our members interests. I couldn't print all the comments- they would fill a volume of Hansard, but I will present sample that indicates the range of views expressed. The sample emanating from the BBS displays a certain paranoid energy, which I am assured is merely part of the BBS etiquette. I'm sure there will be other views also that will be put in the course of the debate. Ed

Commodore Ms Dos

VIC MOBBS (a loyal and patient country member of long standing) : In a long long distance telephone call, he reminding us that our primary function as a user group is to exchange our experience and share our computing problems, and we should bear this purpose in mind when considering the value of the forms that deliver services. Are they really serving their purpose, or have they become ends in themselves? He wondered if he was not seeing symptoms of egotism and territorial divisiveness getting in the way of the love of computing. "Remember", he said, "we are Commodore Users, and we are one Club."

Vic, (who uses Superbase extensively on the 128 and also Superbase 4 on an MS DOS machine) objected to the sketch of two models of a user group in the February CURSOR as too narrow, (where is any mention of that major Commodore product, the MS DOS machine?) and not sufficiently focusing the value of user groups, on workshopping, and solving problems. He adds a plea for Commodore users who use MS DOS machines to contribute more to the Group, and talk to each other. (Vic is in the *Help*! column. Ring him up, and talk about Commodore Ms Dos, 128s, and Superbase in all its forms!)

A + B < > C

My remarks about Model A and Model B

elicited a torrent of feedback. Since a lot of it was based on a misreading, I will summarize the point again. The models were not Ideals, or recipes for an ideal club, rather they were an attempt to bring to light some implicit assumptions embedded in the way our people are actually behaving: no doubt simplified, and a bit unfair, since many of us hold a mixtures of the two models along with other assumptions which do not belong to the point under discussion.

The point was simply to remind people how value judgments and policy objectives radically shift as we move from one implicit model to the other. And if we are to make important decisions in March, it is best that we pay close attention to the grounds on which they are founded.

* * *

Doreen Horne responded with a comment on the Newsletter:
13th January 1992
"the Newsletter's primary function [is] to serve the local scene - the glossies take care of the rest"

She adds, rather cryptically: "Having said all that, I now add that all departments appearing to be at a virtual standstill, with the exception of you-know-where and the Fish disks, your chances of material along the above lines, for the Newsletter, are slim indeed."

Sorry about my somewhat negative outlook, but I am trying to be realistic."
P.S. For your amusement, please read message #332 in the CLUB CORNER, addressed to ALL by ordinary member GP."

* * *

Date: 24 Jan 92
From: Peter Stewart
To: All
Subj: Club Restructure

Hi,
I'd just like to add my 20c worth to the debate on the club's direction...

I am in a situation where I can only rarly attend club meetings on a very irregular basis, and then only after a fighting peak hour traffic for about half an hour.

The point I'm trying to make is: The only real contact I have with the Club is through the CURSOR and this BBS which I regularly use. If I can make it to the Club meeting I'm normally late and cannot make it though the crush to the Commercial library, for the software I'd like to look at.

I cannot comment on the workshops, I've never attended one...

So, any change in the frequency of the magazine would be a loss to me, unless there is a real reason for the reduction.

The BBS should be made more central to the Club, and used to reflect on what happens at meetings and workshops, so those who cannot attend have the chance to get a summary of proceedings, and comment on those proceedings. (Has anyone thought to set up an Amiga at the main meeting with a terminal prog linked to the BBS.. that way new users could have a look at what all this modem stuff is all about?)

If we are going to sell off the Commercial Library, there had better be a bloody good reason.. can we have those reasons put here before the meeting so we can get some intelligent comment? The library can be of great assistance to someone who is looking at spending hundreds of dollars on software to try before they buy.. It just needs a shake up in the system.. What we realy need is a way of borrowing the software apart from at the meeting.. so more people get to play the latest wordprocessor.. dono how to get this one working. Ideas please???

Anyway, that's my rant for the night, I don't (can't?) have much to do with the running of the club, but I'd like to see it improve....

Peter...

P.S. Just had a thought, maybe we could have a person assigned to run a small group at the main meeting, before or after the "main" meeting for the new club members and users, they could then, knowing the people with them are also new users, get there feet on the ground in the club and on the computer.. Last meeting I went there wasn't even someone at the door to tell anyone where the club actually was...

Finaly, Have fun,
Peter...

* * *

You are sure it was the CCUG(Q) Main Meeting you attended, Peter? At the last Meeting, Our treasurer Ken Clem, was at the desk inside the main entrance (hopefully) writing receipts, and directing new members through the Bardon Labyrinth. I ventured up there too for quite a while, with printed WELCOME! signs to wave at new members.

As bait, I'd also brought in some of the current Commordore User Group newsletters of other clubs, but we weren't exactly overwhelmed with a rush of interest. But I regard it as a valuable opportunity to get feedback from members. Part of the explanation for the weak attraction of the main door, is that most of the action is down in the Library and Shop area, where our Secretary is available to advise new members.

But your point is quite right about welcoming new members at the door. It has been discussed at many recent Committee meetings. The point, however, is not to talk about things, but to change them. Ed

Steve McNamee
to Peter Stewart

This is a DAMN good idea, Peter - one that we have tried to implement MANY times over the 6 odd years I have been associated with the club.

The problem always comes down to find one or more people willing to take it on. The BIGGEST problem faced by our club is the lack of volunteers. They are about as common as volunteers in the army :-)

Any takers out there for this job???
Regards,
Steve McNamee

* * *

Date: 26 Jan 92
From: Brendan Pratt
To: All Subj: Comments

My name is Brendan Pratt, CCUGQ member, and these are opinions on the article that appeared in CURSOR February on Page 6; relating to Club structures, and the meeting to be held on March 3rd at Bardon.

✂..........................

I will now attempt to put forward my ideas about the points brought up in our latest CURSOR. Please note that these are MY opinions only.

Bi-Monthly CURSOR.

Our monthly Cursor newsletter is the only regular contact with the club that many of the CCUGQ members outside of the Greater Brisbane district have, let alone those that simply can't get a lift in to either the Main Bardon meeting, or any of the sub-group workshops.

For these people alone, it would be a great loss, which could in turn force them to reconsider the value of their membership. As we are well aware, in these days of a global recession, a club membership is well and truly a luxury that one can quite easily do without.

Whilst cost of the magazine is not the cheapest thing around, it does go out to

ALL paid up members of the CCUGQ on a regular basis, and is considered by many as a form of advertising/publicity for the club to promote itself. For this to continue, I firmly believe it must stay in its form of a monthly newsletter.

If CURSOR cost is a major problem, then perhaps rather than going to a Bi-Monthly format, maybe the actual number of pages could be cut down. The corresponding reduction in postal charges, as well as the reduction in printing costs, could see the club through these bad times with a monthly newsletter. To lose CURSOR to Bi-Monthly, could lose the club quite a number of members that have come to expect 11 issues per membership fee.

It has also been suggested to cut out the printed version of CURSOR altogether, and replace it with a "online" monthly edition of it on the BBS. This would be fine if 100% of the members of CCUGQ had access to a modem, but only about 10% of the club have the facilities to do this. Besides that 'minor' problem, the club would also need to spend several thousands of dollars on upgrading the club's BBS so that this sudden explosion in modem owners could actually get on more than once a month.

Not only would people who are a local call would be inconvenienced, but what some people have forgotten is that I am not the only one who when they call in are charged on the time they are online. The long distance people still have to get on at a far higher expense than I currently do, and this in itself would cost the club in lost memberships.

Aims and Objectives of the CCUG(Q) Inc:

I tend to disagree with this Model A and Model B type of classification of CCUGQ members, and the 'fact' we have to decide what sort of members the club should be aimed at. We, the members of the Commodore Computer Users Group of Queensland Inc., should not be put in to a specific category, and then be regarded as being in either the right or wrong grouping.

WE

I believe that any Computer User group can support both classes/category of users, and 'we' as a group should be there to foster more people to use our selected computers, rather than dumping on each other.

Non-WE. A Straw Rat set up

A 3rd group which someone else has mentioned, which is supposedly some 65% of our current membership, and as it was put the 'silent majority', who find it hard to tear themselves away from watching TV shows like 'A Country Practice', and who only joined up to hopefully tag on to someone that they can leach off. This supposed group apparently don't give a rat's arse about the Club, and are only interested in what they can get out of it for themselves.

A Straw Rat knocked down

If this is actually 65% of our current membership, something is certainly rotten in Denmark!...actually I really doubt that this 65% of the club that is the silent majority, are like this at all. I firmly believe that a higher percentage of club members than this 65% as stated, actually want to do something for a club which has provided them with a worthwhile source of help and assistance in their time, be it short or long term with the club. Most of these members whilst they may only be new to the club, have simply asked for help, and have had their fellow members offer time and assistance without reluctance.

Help

We all started at some stage, and were often afraid to ask questions, but when we did, there was always someone in the club that was able to help.

The most important thing to remember in any user group, is that none of us are paid to help anyone, we help others out because WE want to.

One Club

One thing I don't want to see, is for us to be classified in to Model A, or B or dread of all C. We are a computer user group, specifically the Commodore Computer User Group of Queensland, and we as a group are here to help each other, no matter what category someone else wants to put us all in to.

Comments on possible abolition of CCUGQ Software Library

Quite a number of people have voiced their disapproval of the club maintaining and enhancing such a library, to which several see as a form of promoting piracy of commercial software.
One of the major problems with this library is the difficulty in being able to borrow just the title you want, and the problems that arise if someone doesn't return the title for the next main meeting.

I myself would hate to see the current library being flogged off in a bargain basement sale, where the club would be lucky to recoup 20% of the original purchase price.

What do we do about what we already have got???...How can we ensure that everyone gets a fair go at what we already have??

If the club decides to stick with the library, the committee needs to plan a way to ensure that ALL members can get better access to it.

BBS

That's one suggestion, which may even utilise the BBS for some of the co-ordination, but since the BBS is only utilised by only 10% of members, it couldn't be the sole co-ordination point due to some 85-90% of club membership simply do not own or have access to a modem, and I doubt that many of them could be conned in to buying a modem. The BBS by itself could not possibly be used for the purposes of co-ordination of anything due to it's ratio of CCUG(Q) BBS users to CCUG(Q) members overall. I don't see some 400 odd people running out to buy a modem to use the CCUGQ BBS, nor do I see the CCUGQ spending the money required to bring the BBS up to the level that this many users could happily be catered for. You'd need to look at many 1000's of dollars to come close to a system that could handle that amount of additional callers.

Please consider the above as my own personal comments, as I have no desire or inclination to publically try to humiliate the club, past and current committee. I just want others to see the true facts of the matter as I see them. Others with something to gain, will certainly differ with my view of things, but you can't please everyone!

C u laitr
Brendan Pratt CCUGQ Member, and Proud of it too!

What New Members Want

Date: 25 Jan 92
From: Dirk Mahoney

Hi - reading all this stuff about New Users and their compulsive habit of blood sucking made me want to say a thing or two.

I am a New Member of the BBS, and due to lack of transportation etc... I find it near impossible to attend a Main Meeting.
When I joined the BBS, I knew a bit about the Amiga as far as what it can and can't do. I knew how to re-write a Startup-Sequence to make it work, and fix a corrupt disk,

and how to kill viruses (big deal - who doesn't right?).

I started programming in C when I joined the BBS and the people who've helped me (Richard Carde, Steve McNamee to name a couple) were very willing to help. I thought I could help people on the BBS with beginning things like how to make self-booting disks and help with getting pieces of software to do what they're supposed to.

Now that I'm actually here and I read the messages, it seems that no-one has a need to be helped in this way. If I could help - believe me I would. If I could attend the main meetings and bring my machine to workshops to help copy disks - I would.

It seems as though some of the people on this board dislike new users - but where would the club be without them? Someone (who shall remain nameless ;-)) even thinks that us newies are here to suck from the club and give nothing in return. If what us newies know is not what the majority (or even the minority) want to know, then how are we supposed to help? Tell me what I have to do to pull my weight. I don't mind helping in the least - it is said that someone who teaches also learns.

Thanks - Dirk

Date: 24 Jan 92
From: Steve Hovelroud
Subj: My Personal View

This is my own view, not the club's. I don't wish for the CURSOR to go Bi-monthly, I would like it to continue monthly and be even bigger. Problem 1, getting enough articles to create a bigger newsletter. Problem 2, paying postage on an increased size CURSOR. Problem 3, with a membership that has declined, maintaining the current level of services is a problem.

Now the MAIN reason for our financial hardship can nearly come down to one thing. **Lack of disk sales.** Our sales a few years back of disks were fantastic, to say the least. In fact, we spent less in the last financial year than the year before but our sales were so far down we actually went backwards. Now if we are spending less than previous years we must be heading in the right direction at least.

Given the current membership approx 500, given a monthly CURSOR we just have enough funds to make this possible. That is if the costs of our venues don't go up, the club's machine doesn't break and various other small bills don't add up to too much. If we go this direction then some amount of money could be spent on buying new commercial software possibly in the amount of $100- to $200 pre month. But this would mean we would be treading a very fine line.

Now notification has been given to all members via the CURSOR, and I know a few of you can't attend for various reasons. You can leave you comments here and they will be taken into consideration. If you decide not to bother to attend the meeting then it is not our fault if other members decide different to what you want. Also there has been a great reduction in people willing to take an active role in the club, and because of this we can't devote enough time to all the task that need doing.

We are volunteers?? and we get no great benefit from doing what we do. The club is about people helping people, if you don't ask, you won't receive. If you don't help the club how can you expect it to help you. As is shown in the latest CURSOR it is not just our club that is going through some rough water, not just computer clubs either. I'm open to hear all ideas from anyone, but I don't see a major increase in membership in reality. Looking forward to you response...

Steve Hovelroud President CCUGQ

Date: 24 Jan 92
From: David Wallace
To: Steve Hovelroud
Subj: Re: My Personal View

The point that I really hope to make is regards the type of new users that everyone seems to be refering to. I am one of your newest members and I must say the initial impression is very mixed....

I am, I suppose, a virginal user... By that I mean I really know nothing. I have a burning desire to learn, and thought a user group was the answer to all my prayers. Now I see R** L***** and others lumping us off into the category of just wanting to suck the marrow of the club, coming if I can rouse myself from the T.V. Just leeching info that concerns us and being a burden on those that want to get on with being in a club. I resent this! I do know nothing, but, if you look around you'll see I'm an assistant SysOp right here on this BBS. Hardly someone who doesn't want to help..

Right! But how would you have us help. We need to learn to be able to help and we need to help to learn effectively. There is another brand of user in our fine club and that is those who don't have a head full of technical data, can't tell you what an ARexx is. Hell, I can't even come to grips with the startup sequence, YET!

My point, in a convoluted kind of way, is that the club is to promote understanding on all levels amongst its members, and the public at large, right? We must educate to do this. The idea of coming along to a meeting where I'm the only idiot is daunting.. just as daunting as it must be for those who feel restricted by new guys like me. I dont know what the solution is but here I stand, willing to learn, wanting to help, yet needing almost as much help to be given to me to enable me to help. The main thrust being, please don't write off all new users (Or old for that matter) as people who can't or won't provide for the club. There are other factors. Lack of knowledge, fear of ridicule, not knowing in what capacity they can help, etc..

Well I'll get off my high horse now, the lack of oxygen is making me dizzy.

Regardz.. and continue the good work
Dave

* * *

Looking- glass Logic

Date: 25 Jan 92
From: Richard Carde
To: All

For all of you that have thought "YEAH, now we have that Carde bloke's number, we can complain when the BBS ain't answering..."

The CURSOR has an incorrect phone number... My number is NOT 300 1862... My number is 300 6315...I don't know who is 300 1862, but they might soon be complaining...

If perchance you stumble across any other telephone numbers do not try to call me on them... This is purely out of respect for the sanity of this household as I get enough phonecalls already...

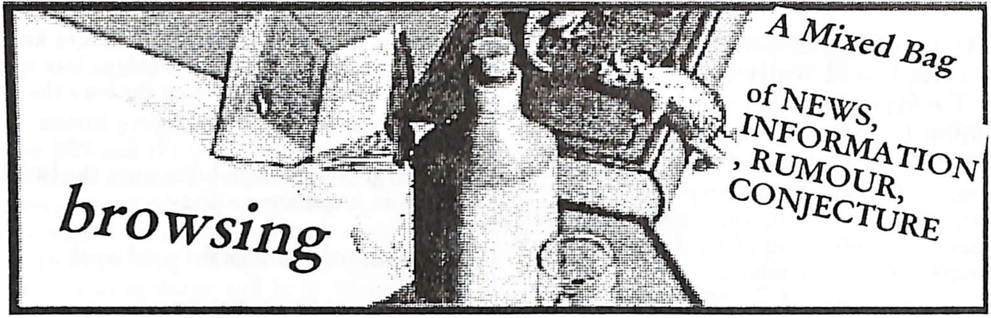
You can normally get me between 11am and 11pm Mon-Thurs, and 11am-6pm Fri & Sat...

* * *

(If I am sent any more cards with a Carde phone number, then unless it is the Carde phone number, I'll regard it as a non-Carde phone number.

Following that rule Richard, I would be as safe from empirical error as I am knowing it will rain or not rain.

P.S The incorrect number is the one I have in my phonelist from the Club database. Ed.



Amiga Time For The Western Sahara

One of our members, Campbell Gunn (9/12/91) writes
...."I am in the Western Sahara, working for the United Nations.

.....While I was on R&R, I went visiting the neighbouring towns and cities, I went to a place in Morocco called Agadir and was staying at the Hotel Safdir. I thought I would look at a bit of television and sure enough there was a clock on one of the in-hotel channels -an Amiga Workbench clock...So it just proves Amigas are everywhere.

Also I would like to wish a Happy New Year to all members of the Commodore Computer Users Group, as my Christmas here will be very different.

UPGRADES noted

AMIGA VISION 1.70Z Upgrades from 1.53G. New features include chaining of applications, an upgraded standard music file, and video device drivers for laserdisc players such as the Pioneer 8000, .INFO (December 91) reports that registered owners can upgrade by sending their original program disk and $US35 to CBM Amiga Vision Upgrade, P.O. Box 18370 Memphis, TN 38181.

PRODUCTS:

BattDisk (from .Info, December p.10)..."there used to be all kinds of [battery backed up RAM] for the C64, but this is the first one we have seen for the Amiga. ..You can have use memory just like regular ram disk, but the contents are retained even after you turn the computer off. The BattDisk is autobooting, which means your Amiga is up and running almost instantaneously,...cost $269.95 from DBK Software, 50240 W. Pontiac Tr. Wixom. MI 4839393.

Personal Font Maker (.Info December) "some very sophisticated software for designing and editing both screen and printer fonts"..."The manual includes some of the most detailed information and advice we've seen on making and modifying fonts." $US99.95 from Centaur P.O. Box 4400 Redondo Beach CA 90260.

RECOMMENDING AREXX

.Info's technical support column (december p52), continues Nick Sullivan's user friendly articles on using AREXX as a string handling programming language. The December issue has a type-in program that proofreads text to correct your own habitual typos.

On the use of AREXX he argues:

"There is a vast practical difference between a programming language like ARexx, in which the source program itself is interpreted at run-time and a language like C, in which the source program must be pre-compiled into an executable file not readable by humans.

" The difference is adaptability. Writing a program in C gives you a number of advantages: greater efficiency, full access to the operating system and the ability to run 'stand-alone', to name only a few. But adapting a C program to your own changing needs is difficult, whereas adapting an ARexx program is easy.

" Whether or not you are interested in writing ARexx scripts from scratch, you can learn a lot about programming this way, and at the same time build one-of-a-kind utilities not available in any store."(p60)

Received: **Peripheral**, the Hornsby user Group magazine is still with us, still looking good for 64 users.

FIRST *AMONG EQUALS*

Received from East Coast Amiga Users Group (Gosford) NSW, their newsletter OUTPUT V7,2 (misdated cover?)(sept/Oct)91. The newsletter contains a defiant view on the role of club officials and their value, from Sig coordinator Tony Drieman explaining why he resigning as vice president to become SIG COORDINATOR.

"Only in the Army does the General issue commands, and they run down the ranks ...to the soldiers. To make sure no one forgets who is boss they have invented a range of uniforms, badges...to let everyone know ...his place. This is not the case with voluntary organizations like a computer club."
P 2..
"The Club is run by its members. There is no rank nor title in a club such as ours, there are only functions. It is the function of the President to open and close the meetings. It is the function of the Vice-president to ...stand in for him. It is the function of the Secretary to receive the mail and answer letters."

The SIG coordinator has decided that the most significant functionary is the SIG Coordinator, "whose function is to keep the interest of members by providing things that keep them interested." He seems to be making a good start with SIGs for C programmers, music, midi, liaison with other user SIGs, and liaison with companies willing to show off new products and equipment.

Twin Cities *rises from the dead*

Received: Twin Cities 128. We received a note from Parsec Inc announcing that they had taken over Twin Cities and will honour all subscriptions due. (we failed to receive last years copies). They announce new rates for surface mail delivered subscriptions

26.00 Twin Cities 128 (6 issues per year)
46.00 Twin Cities with disk
plus 12.00 S&H for overseas surface uninsured with receipt.

They also announce that they pay $100 per article accepted by **Twin Cities,** and also accept original programs and graphics. They also sent us a very extensive (40 pages) catalogue listing their 128 public domain catalogue. **Twin Cities** is a unique source of information for 128 users. It is a high quality magazine, with expert attention to the technical features of the 128.

ZOMBIEWARE

Loren Lovhaug, the creator of **Twin Cities** (Issue 29 of Twin Cities, no date) introduces a new word for 128 users,and others: "Zombieware" is the software manifestation of the walking dead. Essentially it is software which is no longer being sold or supported by its manufacturer but is still "walking", or in other words is being used and distributed in some other way. A fair proportion of the better 64/128 software has fallen into this category.

Twin Cities contains an article,(P16) What to do with the empty 128 socket- add a 32 K static RAM with battery back up, which will interest our surviving 128 users.

World of COMMODORE

From Twin Cities:(Page 8)

"Remember Thomas Rattigan the man who headed up Commodore during the crucial 1985-87 period? Mr Rattigan's departure from Commodore was as rancorous as any up to and including the affaire de Tramiel pere and fils, climaxing with Rattigan being removed bodily from the Commmodore headquarters by security guards. The dispute led to a suit being filed by the ousted Rattigan against Commmodore calling for $9 million in damages. This suit then slowly wended its way through the courts until it was settled 9 in February 1991 in New York with a decision favouring Rattigan. "

Software Prices

Members will have noted the recent Prices Justification Tribunal Report on the price of software in Australia. (Preliminary report suggests it averages 40% higher than the same software in other countries). One of our members has promised to check out the matter thoroughly.

COMPUTE on living in cyberspace

New member Dave Wallace has drawn my attention to RPGs (Role Playing Games), and has promised to write articles on what they are all about in future issues. Our BBS also now has begun providing interactive online games. I am totally innocent of all such dangerous knowledge, but Compute, which tries to keep its finger on the pulse of the restless, neurotic, compulsive, computer-addicted elements of society, provides a very illuminating article on the social psychology of online interactive multiplayer role-playing games.

Online Salvation

From *Online Games People Play* by Peter Spear. Quote from a heart attack victim M: "Reading, playing with my computer, and watching TV, was all I did. No interaction with people; I felt like a vegetable, and would become despondent...then I discovered [online games]. For the first time in 5 years I looked forward to getting up in the morning. Baseball Manager may have saved my life" P96

Compute writes:"For many people like M, online gaming and online relationships can be their chief connection to the outside world. Disabled people people with few friends, the socially inept, people who have difficulty in forming relationships because of their appearance or size-- all these people can interact equally online"

"Real People" - Where They Can Live

An industry on Online services is catering for this clientele. Compute quotes Sierra on-line's Ken and Roberta, cofounders of TSN an on-line network, which provides three services: Constant Companion - "I wanted a place where my grandmother could play Bridge 24 hours a day"; Leisuresuit Larry Land, where players take on roles and interact with each other in sleezy locations; and Sierra Land, with interactive adventure and combat games. Ken argues that the more people are absorbed in fantasy roles, the more like real people they are. "Soon we will be seeing lots of 'virtual reality' on-line worlds where people can live.

Compute quotes a woman on-line multiplayer Games addict who describes the online game as her link back to Reality.."we could enter a fantasy world to forget the real one". [She] became addicted to Kesmal, and stayed with it even after her first marriage ended. She admits to a phonebill of over $2000 one month and others of over $500. In the fantasy role playing game, her identity became Lyn De Leslie, adventuress and tease". Online marriages of role players are common, as also are divorces, bankruptcies -just like real life"

Secondary Worlds:

"Author Bruce Sterling is one of the founders of the form of Science Fiction known as cyberpunk, a genre where people plug their brains directly into computer networks". Sterling defines cyberspace as 'electronic spaces within which people interact with one another"..." when you are on line you are in cyberspace.""Cyberspace will change us;...As we penetrate the landscacape we will change the land just as it changes us. Later we could change into ..something new." The online cyberworlds reveal fashions in gender swapping mutable identity.

New Words

Compute's (Strange New Worlds, by Brenda Laurel, p102-4) attempts some definitions of terms concerning the embryonic technologies of Virtual reality:

"telepresence" refers to the technology that can give a person a sense physically being in a different place or time either real or imagined...it means more than imagining or empathy...it means you take your body with you into another world. Technologies are "view dependent imaging", and "motion platform technology".

"Networked telepresence systems ...allows us to move well beyond clothes, makeup and personal mannerisms in the way we represent ourselves to others. We may create self representations that are radically different from our physical bodies and may present different versions of ourselves to different people simultaneously." P104

A BLOOD TEST for Commodores?

Compute's Conversations (November 91, p160) has an interview with Bruce Sterling, creator of Cyberpunk science fiction and author of a book *The Hacker Crackdown* about computer hackers

C: "What would your definition of a computer hacker be?"

Sterling:"...they've got a Commodore, and they've got codes. and they've got teenagers working for them, and they've got a subscription to 2600 [an underground magazine devoted to hacking] and they've got police who hate their guts. So what else are you going to allow here, a blood test?

Speaking of the busting of Steve Jackson [prolific adventure game author]..."if he hadn't been making a game called Cyberpunk, this innocent guy would never have been struck down on his own property by agents of the federal government..."

Sleeper effects

I received the empty packets for what may have been December,January ACAR. They may still turn up, but I was sent photocopy of page 6 of the December? 1991 ACAR with a news report of a recent New York court case involving Compuserve the major US Network. Compuserve was held not liable for defamatory material contained in an online newsletter available on the system.

New York Judge Leisure "ruled that computerized databases are equivalent to news vendors or bookstores and are not liable unless they know the statement is false."

"Judge Leisure [accepted] that Compuserve was a distributer, not a publisher...and could not be held liable because it did not know of the defamatory statements." (ACAR, p6)

A rough indication of how the Australian situation stands can be seen from J.G.

Fleming's *Law of Torts* (P.478)
"Every participant in a publication incurs liability, regardless of the precise degree of his involvement. Included is not only everyone concerned in the actual distribution or dissemination, but also those who compose the libel, such as press agencies, advertisers, or even freelancers employed to prepare the script. So are, beside the newspaper management the printer and all involved in its circulation; though as we shall see hereafter the standard of liability has been relaxed in favour of mere mechanical distributors....

"One may even become responsible for a libel by just failing to take affirmative steps to prevent its publication by someone else, as when the manager of a club fails to take steps to remove a defamatory notice pinned to a noticeboard by a member. By knowingly permitting a libel to remain after a reasonable opportunity to remove it, the person in control of the premises becomes liable as for its republication..."

The defence successfully invoked by Compuserve was that it was a 'mere distributor" innocent of knowledge of the libel where there was nothing in the circumstance that would lead them to suppose it might contain a libel

Print

It is here that the decision involving Compuserve is surprising, since a severer standard is set for producers of print, on the presumption that print carries greater weight, (as does broadcast speech), is presumed to be disseminated widely, and here even inadvertent or totally innocent publication can render a publisher liable.

As ACARposes the question, this is a matter which is relevant to BBS Message Areas; which (I would speculate) are probably only saved from prosecution by the insignificant status both of the libeler and the message system.

Our Management Committee (December) actually voted that the BBS would take no responsibility for defamatory messages placed its Club Message Area apart from providing them the platform to be broadcast. Fortunately, our Hierophant GP (unacknowledged legislator) seems to have intervened, (see message #332) for which ordinary members can be grateful, if only for removing the Club assets from jeopardy.

A footnote on why this matters.

The Sleeper effect :The explanation of why transparent lies from discreditable sources, when published, can still damage reputations.

The Sleeper effect is a term coined in C.I Hovland's communication studies where an established finding was that:
"when a low credibility communicator presented the communication, very small initial changes in opinion were obtained, but after a delay of four weeks the 'negative prestige' tended to disappear while the conclusion was still remembered. This [forgetting of the connection of message and source] could account for the increased opinion change in the direction advocated by the communication. " Hovland et. al. *Communication and Persuasion.*

The Sleeper Effect is very relevant to an understanding of BBS communication, where there is generally a lack of means of evaluation of source, especially for broadcast messages and echo mail which progressively detach messages from their their sources, or dissipate any means receivers have for matching a message against independent tests of validity.

---00O00---

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RICHARD CARDE: A PROFILE

An interview with the CCUG Sysop

by Roving reporter Doug Maclurkin

A New Hero

Guglielmo Marconi, Thomas Edison and Richard Carde share a common bond-Telecommunications. The first two have long since gone but Richard is still with us; alive and well and directing his efforts towards our Bulletin Board System.

At a recent interview with Richard, I found a good looking fellow, instinct with youth yet moulded by experience into a man who brings to the position of System Operator a tremendous amount of knowledge and enthusiasm.

Richard received his introduction to computers whilst still a student at The Gap High (Apples!). Later he acquired a 64 and never looked back. He attended a Basic II class with Greg Perry (didn't we all!) and having mastered Basic he went on to Machine Code. An Amiga was next: "I needed something faster and with more power" said Richard.

Richard studied 'C' and together with Assembly Language he has made several programs. Recently he helped Greg Perry with GP Fax which is now available ($159).

BBS Visionary

"I propose to make some alterations to the BBS" was a visionary statement of Richard's. With his knowledge he should be more than capable for the task; we can confidently leave the matter in his hands. He joined the club in 1987, and is presently studying Civil Engineering at the Queensland University of Technology; he hopes to obtain a position in that area.

64 And Amiga

"I have yet to learn of any bridge strong enough to span the gap between the 64 and the Amiga! . However, I will not be overlooking any chances to use my knowledge of both types of computers. I welcomed the offer of Sysop for the BBS because I thought it would be interesting and fun and perhaps I could write some programs for it"; Richard was quick to assure.

The Club And The BBS.

Richard feels that the BBS is an inseparable part of the club. "In spite of declining membership there will always be new members who will want to learn and share. There is not a lot of new stuff coming in for computers (64 or Amiga) but there are a lot of BBSes around and a lot of new information is coming in so that a lot of people want to get in to examine it. I am already getting applications for BBS only membership which is being offered at half price ($15; no library access; no workshop). These members are given full member status on the BBS (#8)." See below for more on status allocations.

Upgrades And Alterations

Richard has promised to advise these in Cursor as they occur.

Already the BBS Paragon system has been changed to Star Net which is a revamp of Paragon. It is faster; it gives the Sysop more control and is easier for him to write programs for; and it is easy to configure. Also, whilst before we could only become part of FidoNet, we can now become part of any number of networks

Hopes And Promises

Joining **Q-Link** would cost us a lot of money. **Backbone** is a network which is the main feed throughout the world and is fed around the local bulletin boards. "I should be able to download programs from 'Backbone' for as little as 24 cents, and I will keep a close surveillance on this and grab any Commodore stuff." Richard promised.

A new 'Doors' has been implemented and an effort is being made to find some newer games eg a program called 'MUD' although this requires a lot of memory.

Baud Rates.

The BBS accepts 300, 1200, 2400, and 9600. There is no distinction for 1200/75; the Board automatically adjusts.

1 Block = 128 bytes: 300 baud = 30 bytes per second: 128/30 = 4 seconds per block.

Assistant Sysops.

Richard affirmed "I am quite happy to do all the work required which I can do much more easily from my end. Assistant sysops would need a lot of time on the system and this would block others from logging on. The only thing they could do would be to validate files; they can't check for viruses or for anything else. I may appoint an Assistant sysop for the 64 as a 64 is required to dissolve SDA files etc. Text files for the Amiga have to be uploaded in True ASCII eg in the Cursor area."

BBS Status

Richard as Sysop now has a rate of 31 (can do anything). Greg Perry, Steve Hovelroud, Steve McNamee, Tom Yallowlee are all 15. "These fellows have all been connected with the establishment of the BBS for many years and can still give a lot of help to the BBS", Richard said.

Leigh Winsor (Editor) is 12. This allows Leigh access to the Cursor area in which he can kill files, download etc. Members are 8 (they can access most of the files). Graeme Darroch and Ron Lewis are now #8. Non members are #4 (can look at the files but cannot download &c). They are particularly restricted from using files for which the club has had to pay; Fish disks and various utilities.

Computer Type.

Richard went on to say "There is no restriction in the use of any machine on the BBS. Our BBS is the only one that caters for all Commodore machines; there is no IBM stuff.

The 64's would find the bulletin board more interesting if they used an 80 column screen and ANSII protocol which would display colour etc.

80 columns would become more readable if a background of dark grey and text of light grey were chosen. 2400 baud is not practical for the 64. Greg Perry did a lot of work on this and found the processor could not keep up with the transfer speed."

Re: Defamation

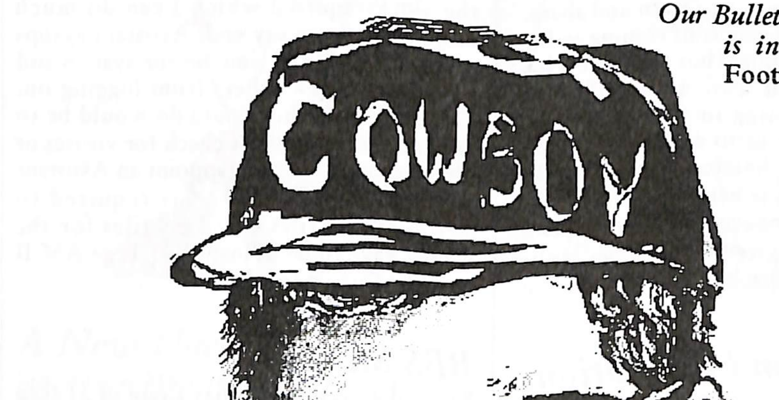
Richard emphasised "If people want to abuse others, they can do it; I will not stop them. It is up to the individual to take action if he feels he is being defamed or slandered. The BBS will not be responsible; if there are world wide echoes. If asked, I will erase any offensive matter. Nothing can rebound on the club."

Richard works in his computer room all day so can usually respond quickly to any requests for chats; he will gladly help with advice. Already some members have gone to his house and received instruction in the use of the BBS. He averages about 2-3 hours daily.

Our Bulletin Board is in good hands!

Footnote:

Pronounce 'Carde' as in *Christmas Card.*



JPEG Image Compression

by Steve Hovelroud

J.P.E.G. stands for Joint Photographic Experts Group which is the committee that has created this image compression technique. In the realms of computer graphics image quality is forever on the increase. To increase the quality calls for the increase of resolution and more colours, these lead to a huge increase in the size of image files. To show some raw file sizes for certain resolution/colour combinations observe the table below.

Just what is this guy JPEG is on about??? Well, you are going to be hear a lot more of JPEG in the near future.

320 X 256 2 colour = 10240 bytes
320 X 256 16 colours = 40960 bytes
320 X 256 64 colours = 61440 bytes
640 X 512 16 colours = 163840 bytes
320 X 256 16+Mill colours = 245760 bytes (24 bit colour)
320 X 512 16+Mill colours = 491520 bytes "
640 X 512 16+Mill colours = 983040 bytes "
768 X 580 16+Mill colours = 1336320 bytes (24 bit colour overscan)

Now as you can see anything with 24 bit colour starts taking up huge amounts of memory, an Amiga lowres 24 bit image takes 1/4 of a meg while an overscan hires interlace 24 bit image takes a whopping 1.3 meg of memory!!!

A typical slide image (2048x1356x24) takes 8.3 meg and an 8.5 inch x 11 inch page scanned at 300 DPI in colour takes 24.25 meg of storage!!! Forget it you say, well help is at hand... enter JPEG. For those of you who are familiar with file compression (ARC,ZOO,LZH) the principal is basically the same BUT you have the option of sacrificing some of the data to allow greater compression ratios. The greater the compression the less the uncompressed picture will be the same as the original, this is impossible to do with normal program (ARC,ZOO,LZH) files as these have to be exactly the same as the ones you started with.

JPEG allows you to vary the compression ration by the use of quality levels which equate to the amount of image degradation in the uncompressed image. If you use a quality level of 100, you get an exact copy of the original but you still get image compression of approx 18% of original size. One fifth of the original size with no degradation! Using a quality level of 32 gives a file 9% the size of the original. A trade off here as image quality has suffered a bit but is hardly noticeable. Using a quality level of 1 gives a file size that is an incredible 1% or less that the original. Using the worst file size above the 1.3 meg file becomes 13k, of course image quality has severely nose dived and the result is a chunky representation of the original. (Still highly recognisable though.)

These comparisons are only ballpark figures as all images differ in the amount of compression/degradation quality, but should give a guide as to the amazing results of this compression system.

How does it work?

To explain JPEG in its most basic form, it usually starts with colour space conversion. From RGB to YUV (YCbCr),this involves taking the Y or luminance component out of a picture. This is nearly the same as a black and white picture of the original. Next the U or chrominance-blue component is extracted and then the V or chrominance-red component is extracted. The human eye perceives images in certain ways and most of an image is transmitted via the luminance component of an image. Therefor JPEG heavily compresses the U and V components, more so than the Y/luminance component.

Next JPEG takes an 8x8 pixel block of each Y,U and V components using a technique called Discrete Cosine Transform (DCT). This results in an array of data in which the first coefficient contains the most information and the last coefficient contains the least information. This array is then quantized to reduce the amount of variance in the information. This is the stage that gives the most degradation of the final image.

After all this has been done then a lossless compression technique called Huffman (from LZH fame) is used and this searches through the file for repeating patterns and replaces them with shorter "tokens" to represent them.

The file is then complete, ready for you to store and uncompress later on.

Uncompressing usually also involves some sort of image processing to help compensate for the missing detail of the original.

It is still early days yet and I know of only one program, The Art Department Professional 2.0, that has this option. Obviously if a compression ratio of 5-10% is feasible then this would allow huge amounts of picture information to be stored on even the current size media. Imagine the images one could store on a CDTV disk. Expect to see more of this image compressing in the future as data compression is currently the flavour of the computing world. Compressing and uncompressing still takes time at present and times vary per machine/image.

Already computers are appearing with this sort of compression built into the hardware that works in real time, even between the CPU and the RAM giving the impression of a machine with huge amounts of ram. Real time video and audio are approaching.... make way for the future.

The information here is from the Amiga Worlds Tech Journal and Decembers .info magazine. These magazines contain pictures and file ratio tables and go into more detail than I have. (Both are in the Library.)

□□□□□□□□

24 Bit Graphics

Adapted by Steve Hovelroud from December *.info Magazine*

In its current state the Amiga has a 12 bit (4 red, 4 green, 4 blue) colour palette and 16 simultaneous colours in its "high resolution screen." Now this may have been fine when the Amiga was invented but the Super VGA cards of IBM and its clones give a resolution of 1024x800 with 256 colours out of a 262000 odd colour palette. With this in mind several companies have made a foray into the Amiga 24 bit (16 million) colour displays/enhancers.

At present there appears two ways of increasing the Amigas lack of colour/resolution. The first is to use some sort of "Black Box" that converts the standard video signal to something else. MASTs Colorburst,DCTV and HAM-E are three of these devices. DCTV and HAM-E both offer increased colour at the expense of a high resolution display and basically offer a low resolution heaps of colours display (Composite only). The advantage of these 2 systems are that they are cheap and can display a normal IFF picture as well as their own special formats. Colorburst on the other hand is capable of displaying a full 24bit display in high resolution but you cannot use a normal IFF viewer to show an IFF picture. This is a minor gripe and Colorburst is considered the best of the "Black Box" type enhancers.

It should be noted that all of the above 3 devices will work with all Amiga models.

The second type of devices are buss-oriented boards which offer full 24bit display capability. This means no 500/1000 owners. These boards are starting to appear everywhere with every manufacturer bringing out his own "Standard" of 24bit file displays. GVP's PVA board $A4000 is currently the top of the line model containing a double buffered 24 bit display, real time 24bit digitising, a resizable incoming live video picture that can appear on the workbench screen and more.. Impulse has the Firecracker 24, The Amiga Center Scotland also has a 24bit card. Digital Micronics has a board that boasts a resolution of 1280x1024 in 256 colours out of a 16 million colour palette.

All of these boards are great but with no standard way to address these boards then the user is locked in to the software that supports his type of display. The best solution would be one from Commodore themselves and they are indeed work with this goal in mind. It's pretty sure that a 256 colour display is about to see daylight but at what resolution. Also it's no good upping the colours and resolution without upping the horsepower to manipulate all of this data so other system enhancements are called for as well. Assuming there is no increase in resolution then a 256 colour display is still below a Super VGA display, so it would only be a stop gap measure. More resolution and colours are needed and maybe Commodore are working towards this, but!!! one thing is for certain. These enhanced chips will probably take at least a year to come into being and then will probably not work with todays Amiga's.

Currently the best way to get full 24bit display is to get one of the 2000/3000 boards. What is needed to make these boards a more attractive proposition is to develop a Device Independent Graphics specification which can be added to the system software. This DIG should be resolution and colour independent to allow for any future developments. Any software would then address this DIG which would allow any application to run on anyones graphic card. Apparently Commodore is working on a DIG standard now.

When and if these new standards apply you can probably kiss most of your current software goodbye. Not all of these new devices work with video either and for the Amiga video is its best market,(After games). Fred Nurk with his 1 meg 500 who blasts waves of marauding aliens (little blighters) will not care one way or the other, but with consoles advancing all the time the Amiga as a games machine is becoming very expensive. As the game market has sold more Amigas than any other market and this is now a shrinking market the Amiga has to compete with "Real Computers". In order to do this one has to lure the buyer into the specification wilderness. As I am writing this at work I'm using a 25Mhz 386 PC running windows and the like. Now this is a very capable machine and I'm using it for comms, databasing?? and spreadsheeting. I even have a mouse and its still a pain to use. The software while eminently capable of doing it's job just doesn't have the sycronicity of an Amiga environment and I find myself forever trying to pop screens to the back or drag something somewhere. The Amiga is fun to use but only to someone who knows. Joe Bloggs who has never heard of the Amiga goes into a computer shop and sees a 20Mhz AT with a SVGA screen, a 40-50 meg hard drive,will run the software he uses at work and has heaps of games for it. Will he then look at the Amiga and buy a 16 colour flickering display with with some sort of hard drive if he's lucky, won't run his software from work and who is this Commodore anyway?

He doesn't know what multitasking is, what's a blitter, 4 channel stereo sound, but the guy told me I can buy this thing called a Sound Blaster card for the PC. How can you impart the way the computer operates to a person who has never used one before. Until you own an Amiga and really use it to it's fullest you don't know how lucky you are. The only thing certain in the computer industry is the uncertainty about what's coming down the track. Hardware and software is still going ahead in leaps and bounds, the drain on the pocket is getting larger, the spouses getting angrier, the dogs going more crazy and you're worried about which 24bit display card to get???? Kind of makes you feel silly doesn't it ??? If it does then you've really been bitten by the TECHNO-BUG, join the queue.

****

FAX & MODEM *switches*

by John Egan

The concept of FAX & MODEM switches is an excellent one. They allow the use of a single telephone line for FAX & MODEM use as well as normal voice use.

There are several FAX switches on the market. Some switches are imported, and there are some locally manufactured. Unfortunately, I have yet to find one which fulfils my needs at a reasonable price.

I have used an FAX switch manufactured by Dellco on Queensland's Gold Coast. It comes complete with Austel approval, unlike some! (Telecom can become quite unfriendly if a non-Austel approved device is used on their lines.)

Dellco's switch has facilities for not only switching FAXs, but also answering machines. When used in conjunction with an answering machine, it works perfectly - switching to the FAX when it receives an incoming FAX.

Problems start when the user does not wish to use an answering machine. When any incoming call is detected, it is automatically sent to the telephone handset. It is up to the user to redirect it back to the FAX machine.

The redirection is accomplished by dialling *# on a TouchTone (DTMF) phone. This may not be a problem for some, especially with TouchTone lines, but I am a bit slow finding a tone generator when I am awakened by the dulcet tones of a FAX in the early hours of the morning.

I, like some other people, seemed to be under the impression that the job of the FAX switch was to intercept FAXs. The el cheapo Austel unapproved FAX switches do!

If somebody comes across a FAX switch which automatically switches FAXes at a reasonable price, I, and probably a number of other people, would be interested.

How To Build A Hi-SpeedStereo Audio Digitisier (CHEAP!)

(c) Steve Hovelroud

This article will describe how to build and use an Audio Digitiser for your Amiga computer 500/2000/3000. (If you have an AMIGA 1000 then you must change the connections to, and the gender of, the DB25 going to the AMIGA). There have been many audio digitisers around for the Amiga computer and some of these have been quite ok until a new release of software comes out that can sample at higher rates. I have built a few of the earlier designs but they all suffer from one major problem and that is the lack of sampling speed.

Most of the designs used the ADC-0802 type chip which works fine up to about 25 kHz sampling in mono and if you wanted stereo you had to use another ADC chip for the second channel. Using this type of chip with the earlier software this was not a problem as the highest sampling rate offered was about 24 kHz.... Along comes the second wave of software with sampling rates up to 56 kHz in mono and 56kHz per channel in stereo. (If you have a 68020/30 speed up board.)

An alternative ADC was considered and the most cost effective solution was found to be the ADC-0820 chip. Theoretical sampling speeds of up to 500kHz seemed possible! With a chip that can sample at this rate the possibility of using some sort of switchable input became practical and further tests were carried out using a 4066 analogue switch to toggle between the left and right inputs.

The final design is shown here, and there are only two problem areas which may be of concern. The first problem is that of crosstalk between channels, this is only the result of using a switched input and is not that bad. The main object of this project was to keep the costs down, but if cost was not a factor then the proper way to make a stereo digitiser would be to use a second ADC0820 and basically duplicate the input circuitry for each channel. The second problem that may occur is interference from the monitor, usually caused by the music source being too close to the monitor. Either move the music source (CD, Tape player,...) away from the monitor or turn the monitor off while sampling.

A final word before I describe the circuit, I have chosen this circuit because it is simple to build and gives great results relative to the price. I am not going into great lengths on how to build it, because if you don't understand the circuit and its description then you should not attempt building it.

There is now a wealth of Public Domain software that uses this type of sampler - sampling programs (SOUND-ED),music making (MED), voice recognition software (VCLI), real time frequency analysis (Audioscope), frequency spectrum plotting (Spectrogram).

Construction

Originally this article described how to construct the digitiser on a PCB of my design. The design and shape of this PCB was determined by the box the end product was going in.

Basically it is up to you to construct it as you see fit, however a few things should be taken into consideration.

1) The cable between the digitiser and the DB25 going to the AMIGA should be

shielded cable and not ribbon cable. (I use shielded 12 wire data cable, using the shield to carry earth.)

2) It is best to make some sort of PCB yourself rather than using a veroboard arrangement. The better you make it the cleaner your samples will be. (Veroboard ones do work ok.)

3) Most of the components are not critical however C5 & C6 must be equal, R3 & R4 must be equal, R6 & R7 must be equal, R8 & R9 must be equal and C7 & C8 must be equal.

Once you have finished assembling the circuit and have checked your work, take a meter and do a resistance measurement between pins 14 and 24 on the DB25. (Assuming an AMIGA 500/2000/3000) Reverse the leads and measure again. The lowest resistance reading should be above 1Kohm, if not check everything until it is. Assuming you passed the last test you are ready to plug it into the computer.

Turn The Computer Off BEFORE Plugging The Digitiser In!!!

Plug it in and turn the computer on. If there's any appearance of magic smoke (any colour), turn it off and check everything again.
If you have made it this far you only have one more adjustment, to do this you need a digitising program running. VR2 must be set to give a zero reading with no input. This is not zero in binary but half way between the upper and lower voltage references on the ADC.

To understand this you must realise that for the AMIGA, no sound (silence) equals a digital 128, half way between 0 and 255. When the AMIGA recreates the signal it varies above and below this point, therefore our input signal must do the same. By setting VR2 to give a zero (centre) reading with the input shorted out, we should be close to the right point. Once this is set you have finished and can start sampling. VR1 is a volume control so you can adjust to various inputs, on my setup I plug it into the headphone socket of the tape deck.

HOW IT WORKS

The input signals come in via 10uF input capacitors (C5&6) and 10K resistors (R3&4). Resistors R8 and R9 give a 1kohm impedance. Then the signal goes through whichever analogue switch is selected by the flip-flop, (when this happens the other channel is shorted to ground via another analogue switch) through a 2uF DC decoupling capacitor (C4) then into the negative input of the opamp. VR1 in series with R1 gives a wide range of negative feedback and will actually attenuate or amplify an incoming signal. Also on the positive input of the opamp is a resistive divider network which is set by VR2 to change the DC output level of the opamp so as to give the right reference level for the signal to vary about.

The signal then goes to the input of the ADC which is in free running mode and is therefore sampling all the time. The two resistors R6 and R7 set the lower and upper voltages to which the incoming signal is compared, then the data appears on D0-D7 which is strobed into the computer.

If you are sampling in mono mode then either the SEL or the POUT pin is pulsed low continuously depending on which channel is to be read. Due to the setup of the flip-flop pulsing the same pin low all the time has no effect on the output.

If you are sampling in stereo then pins SEL and POUT are pulsed low alternately causing the flip-flop to change state each pulse, this then turns one of the analogue switches on and the other off via the commoned input NAND gate which acts as an inverter. When one channel is switched through the other is shorted to ground via one of the two other analogue switches. Pin 18 on the ADC goes low when the voltage of a sampled input is above the maximum allowed voltage. This pin is hooked to R5 and then via a LED to Vcc, this LED pulses when the input voltage is to high (the volume is too loud). Turning back VR1 to decrease the volume until the LED lights only during a loud input gives the best results.

Switch SW1 combines the left and right channels. When you are sampling in mono the switch should be close so both channels are mixed before sampling. In stereo the switch should be open.

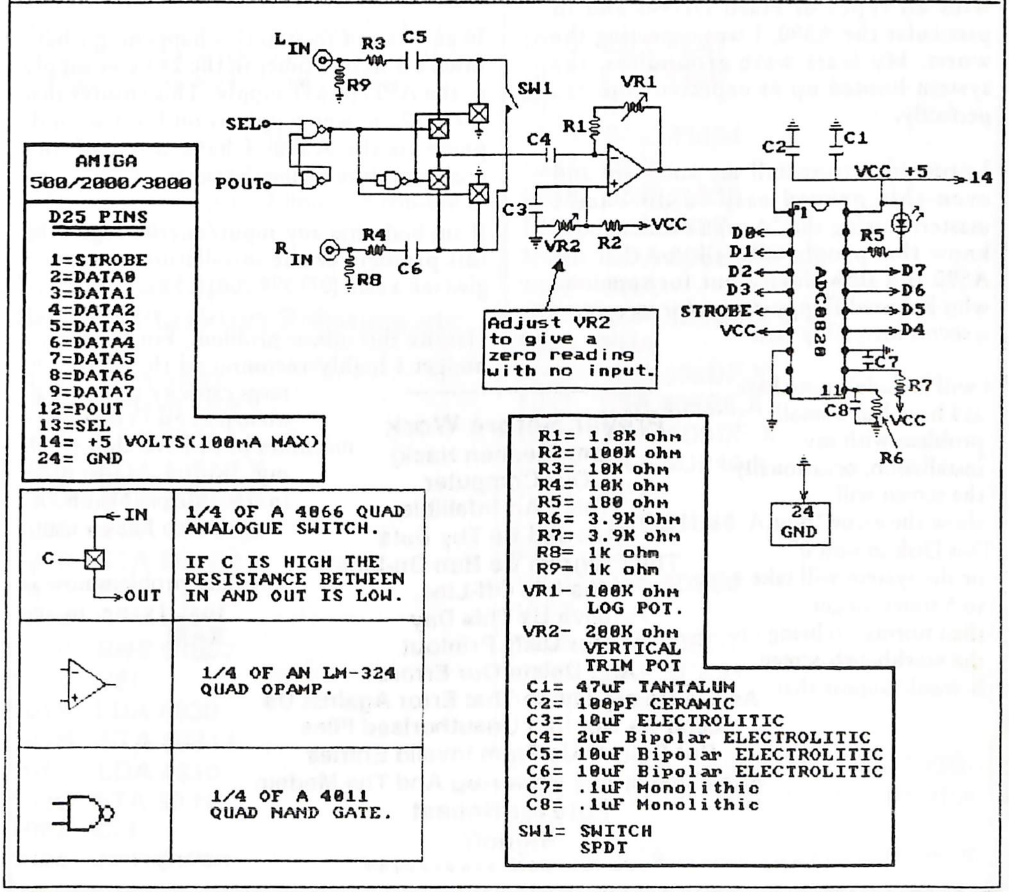
C1 & C2 are filter capacitors from Vcc to ground.
C7 & C8 are filter capacitors from Vrefs to ground.
C3 is a filter capacitor across the voltage divider.

To follow:

I will show a variant of this circuit that is only mono, but has a printer pass through port.

Don't miss next month's CURSOR!

◆◆✳◆◆



AMIGA
500/2000/3000

D25 PINS

1=STROBE
2=DATA0
3=DATA1
4=DATA2
5=DATA3
6=DATA4
7=DATA5
8=DATA6
9=DATA7
12=POUT
13=SEL
14= +5 VOLTS(100mA MAX)
24= GND

Adjust VR2 to give a zero reading with no input.

1/4 OF A 4066 QUAD ANALOGUE SWITCH.

IF C IS HIGH THE RESISTANCE BETWEEN IN AND OUT IS LOW.

1/4 OF AN LM-324 QUAD OPAMP.

1/4 OF A 4011 QUAD NAND GATE.

R1= 1.8K ohm
R2= 100K ohm
R3= 10K ohm
R4= 10K ohm
R5= 100 ohm
R6= 3.9K ohm
R7= 3.9K ohm
R8= 1K ohm
R9= 1K ohm
VR1- 100K ohm LOG POT.
VR2- 200K ohm VERTICAL TRIM POT
C1= 47uF TANTALUM
C2= 100pF CERAMIC
C3= 10uF ELECTROLITIC
C4= 2uF Bipolar ELECTROLITIC
C5= 10uF Bipolar ELECTROLITIC
C6= 10uF Bipolar ELECTROLITIC
C7= .1uF Monolithic
C8= .1uF Monolithic
SW1= SWITCH SPDT

An A590 SAGA
by Stephen Hack

Having read various articles on Hard Drives and establishing my financial restrictions, I soon realised that the only hard drive I could justify was the Commodore A590.

The day finally came and I purchased the drive and raced home to install it. This is where my story varies from so many others, I fitted the drive to my AMIGA 500, carefully following the instructions, and switched on.

Having read so many stories of problems with all types of Hard Drives and in particular the A590, I was expecting the worst. My fears were groundless, the system booted up as expected, and ran perfectly.

I proceeded to install my software and even this proved easy to do once I mastered using the "Assign" command. I know that people will tell you that the A590 is a slow device but for someone who has used floppy drives for two years it seems incredibly fast.

I will include a note here as I have had a small problem with my installation, occasionally the screen will show the error "Not A Dos Disk in unit 0" or the system will take 4 to 5 times longer than normal to bring up the workbench screen. It would appear that these faults occur only after the A500 and A590 power supplies are switched on together (i.e. If the supplies are left turned on and the plug board is turned on at the wall), instead of the A590 first then several seconds later the A500, as per the instructions supplied with the unit.

To cure this fault, once it has occurred, I do a complete backup and then a low level format using Quarterback, this always seems to eliminate the problem.

In an attempt to stop this happening I have fitted a 3 second timer in the 240 volt supply to the A500 power supply. This ensures that the A590 power supply is on for 3 seconds prior to the A500. I have not had any problems since fitting the timer.

If anybody has any input/queries regarding this problem or the installation of a timer give me a call. (07) 398 2061.

Despite this minor problem, For users on a budget I highly recommend this drive, 20 megs capacity seems small compared to some machines but I have almost all my software installed in 16 Megs (Much of which I never use).

The only problem now is justifying more RAM.

Prayer Before Work

(from Stephen Hack)

Our Computer
Which Art Infallible
Hallowed Be Thy Data
Thy Program Be Run On-Line
As It Is Off-Line.
Give Us This Day
Our Daily Printout
And Delete Our Errors
As We Delete Those That Error Against Us
Lead Us Not Into Unauthorised Files
But Deliver Us From Invalid Entries
For Thine Is The Power-Up And The Modem
Forever Repeat
Signoff

****

C-64 MACHINE LANGUAGE:Part 17

By Will Erdmann

Now that you can make your text or simple graphics screens using the cursor, commodore and control keys (see part 16 in last year's issue), the time has come for you to use all you have been shown about screen placement and screen memory management to make a title page or a maze or even a games menu. I have already shown you some ways by which this can be done (parts 10 &11),but I wonder if any of you have realized that there is a far easier method? I see part of my duty as a tutor to show you that good programming techniques are developed by connecting simple ideas . With this end in mind I have designed a program of less than 39 bytes to dump 1023 characters on the screen at any one time. But enough of that for later.

I will now show you how to adapt one of the scrolling programs in a multitasking fashion to run a sprite animation routine at the same time.

Screen Setup, Set Multitasking Pointers etc.

```
1000  LDA #$93
1002  JSR $FFD2
1005  LDX #$00
1007  LDA $0F50,X
100A  STA $05E0,X
100D  LDA $0F00,X
1010  STA $D9E0,X
1013  INX
1014  CPX #$27
1016  BNE $1007
1018  SEI
1019  LDA #$30
101B  STA $0314
101E  LDA #$10
1020  STA $0315
1023  CLI
1024  JMP $1700
```

1. lines 1000-1002 clear the screen.
2. 39 characters starting from locations 0F50-0F77 are stored at 05E0-0607 (1005-100A). Each character is given colour in colour RAM (lines 100D -1016).
3. The multitasking pointers are set to line 1030 (line 1018 - 1023).
4. The computer is sent to the sprite animation program (line 1024).

Delay Loop, Character Movement & Stack Pointer Routine.

```
1030  LDY #$A7
1032  LDX #$50
1034  INX
1035  BNE $1034
1037  DEY
1038  BNE $1032
103A  LDX #$27
103C  LDA $05E0,X
103F  PHA
1040  LDA $D9E0,X
1043  PHA
1044  LDA $05DF,X
1047  STA $05E0,X
104A  LDA $D9DF,X
104D  STA $D940,X
1050  DEX
1051  BNE $1044
1053  PLA
1054  LDA $D9E0
1057  PLA
1058  LDA $05E0
105B  JMP $EA31
105E  BRK
```

5. The delay loop from lines 1030-1038 control the speed of the program.
6. The character movement and

colour co-ordination is made possible by moving the characters for a lesser to a greater position along a segment of screen memory 05E0-0607 and colour RAM D9E0-DA07. (lines 1044 -1051)

7. In order that the same characters are scrolling from left to right continueously they are pushed on the stack. The necessary locations in screen colour memory are treated in the same way. They are pushed on the stack in the next lines(103A - 1043).

8. Only then is step 6 executed.

9. The screen and screen colour memory locatactions are pulled from the stack. As mentioned elsewhere what has first been pushed on the stack is last to be pulled off. (lines 1053 - 1058)

10. As the multi-tasking pointers have been set at line 1030 which is the delay loop all you need to do now is to send the computer to the kernal multitasking routine. JMP $EA31 (line 105B)

SPEEDSCRIPT

Before moving onto sprite animation I have to show you an easy way to place characters in this program for screen scrolling. I know that many of you use the 'SPEEDSCRIPT' word-processor so when you have saved your scrolling program load SPEEDSCRIPT type the sort of message that you want to have scrolled. Avoid using small letters and carriage returns. Remember that it can be only 39 characters long.

When you have finished save the message to the disk. Type SYS32768 and then type F 0800,7000,00 to clear the memory. Load your program then your message. As the word-processor uses an area from $2800 onwards for its messages all you need to do now is type T 2800,2840,0F50 to place your message in the appropriate part of your program.

After that you will need to place 39 numbers from $0F00-$0F39 for the colour combination you desire. Depending on what colour the background is, placing a different number in the range of 0-0F in this area, will mean every character will have a different colour. Experiment with these numbers to find the colours that you prefer.

Sprite Animation

```
1700  LDA #$07
1702  STA $D021
1705  LDX #$00
1707  LDA $1600,X
170A  STA $3000,X
170D  INX
170E  BNE $1707
1710  LDA #$C0
1712  STA $07F8
1715  LDA #$01
1717  STA $D015
171A  LDA #$40
171C  STA $D000
171F  STA $D001
1722  LDY #$03
1724  LDX #$00
1726  INX
1727  BNE $1726
1729  DEX
172A  BNE $1724
172C  INC $07F8
172F  LDA $07F8
1732  CMP #$C3
1734  BNE $1722
1736  LDA #$C0
1738  STA $07F8
173B  CLC
173C  LDA $D000
173F  ADC #$14
1741  STA $D000
1744  BCC $174E
```

```
1746   LDA $D010
1749   EOR #$01
174B   STA $D010
174E   JMP $1722
1751   BRK
```

As this program involves the use of four different shapes you must use SPRITE MAGIC to draw your own shapes. When you have done this place the sprite data from location 1600 onwards.

Notes On Sprite Animation

1. Sprite 0 is given a yellow colour.
2. All the rest you know already with the exception of lines 172C - 173B. When the program is written in this way every time $07F8 is incremented the sprite pointer points to a different area of sprite memory where a different shape is found. Reread parts six and seven of 1990 if you don't understand what I mean here.

Notes On Placing You Screen In The Dump.

1.load screen you made in prt 16
2. type T 0400, 07F7, 2000
3. Now you have placed you screen in the correct part of RAM copy and run the following program.

New Screen Placement Routine

```
1000   LDA #$00
1002   STA $FB
1004   STA $FD
1006   LDA #$20
1008   STA $FC
100A   LDA #$04
100C   STA $FE
100E   LDX #$04
1010   LDY #$00
1012   LDA ($FB),Y
1014   STA ($FD),Y
1016   INY
1017   BNE $1012
1019   INC $FC
101B   INC $FE
101D   DEX
101E   BNE $1010
1020   JSR $FFE1
1023   BEQ $1029
1025   JMP $1020
1028   BRK
```

PROGRAM NOTES

1.The program can be divided into two sections. Lines 1000 - 101E is the actual screen placement routine. Lines 1020 - 1028 are the stop key routine.

2. I will not go into lengthy explanations for now except to say that because FC is stored with #$20 and #$04 is stored at FE the characters are transferred from 2000-27F7 to 0400 - 07F7. On the other hand if #$40 would have been stored in FC then data held from 4000-47F7 would have been placed on the screen.

3. By experimenting with what you put at the bottom of the hex dump,which is 27D0-27F7 in this case,you will find what is most appropriate for your needs. If you type F 27D0-27F7,20 you will see that when you run the program spaces will fill the bottom row.

Well now we come to the end of a busy but pleasant day I wish you well and a safe journey along the endless corridors of computer RAM and ROM. Be seeing you in May.

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What the heck is FidoNet?

An answer from *TrapDoor's FidoNet Manual*

FidoNet

Back in 1984, the sysop of a private bulletin board system in the United States of America, Tom Jennings, had an idea: He felt it would be nice if users of his system could send messages not only to each other, but also to users of a friend's bbs. With this in mind, he sat down and started programming... After a short while, the first FidoNet mailer and bbs, "Fido", was born. At night, "Fido" would pack all the messages destined for other systems, call them and deliver the mail. There, another "Fido" would happily accept the mail packets, unpack them and pass the messages on to the individual users of that system.

The idea received massive feedback, and more and more sysops wanted to take part in the big mail exchange. In just three months about 50 other systems joined in, and in the beginning of 1985 there already were 150 "FidoNet nodes". FidoNet was born.

The initial software was not comfortable enough for a number of programmers, and so countless utilities and tools arose, to make mail transfer more efficient and thus, cheaper. Nowadays, we find lots of different FidoNet programs for various computers and operating systems, with sonorous names like BinkleyTerm, FrontDoor, D'Bridge, Dutchie, TrapDoor, Opus, Confmail, QMail, TosScan, Chameleon, GoldED, to mention a few.

In the beginning, it was easy to know who operated what system, and what telephone number to call to reach a particular node. As the number of systems in FidoNet grew, it was becoming harder and harder to stay up-to-date. The routing of messages was getting more complicated as well. A new numbering scheme was developed, and therefore today's FidoNet addresses consist of four parts: Zone, Net, Node and (optionally) Point.

The data for all FidoNet systems is kept in a single database, the "nodelist". It lists all the details of every node, such as the bbs name, the sysop's name, the telephone number, modem flags, and more. And it lists the FidoNet address (the node-number) for each node. Every week, the nodelist is updated; closed systems are removed, new participants added, telephone numbers get updated. All this is done with more tools and utilities.

Today, FidoNet consists of almost 10,000 nodes with an uncountable number of users. There is private mail between users (Netmail), and there are public conferences (Echomail areas), some of which are distributed over the globe. There are conferences about cooking, about politics, sports, and much more. And about computers, of course, and programming and telecommunications. There are local conferences in the language of that particular region, and there are international areas (mostly in English).

Programs and other files are also distributed via FidoNet, especially if they are Public Domain, Freeware or Shareware. There are excellent distribution systems, where a programmer of a utility just has to pack it into a compressed archive (together with the documentation), send it to the next coordinator, and the file will be moved around the world within a few days. And what's more, the software that allows you to run a FidoNet node is distributed via exactly this method -- it is usually available for free.

There is another nice point about FidoNet, which allows normal bbs users to save telephone charges: when reading or writing messages, you usually have to stay online (connected to the other modem) all the time, and during all this time, your telephone company is happily cashing away... Because of that, FidoNet offers the option of "Points". With a point system, you can pick up all waiting mail in compressed form when calling your "boss system". After that, you can read and write messages offline, without your money ticking away. The ones you write are later packed and sent to your "boss" at the next call. From there, the mail travels out into the rest of FidoNet. As a bonus, you will obtain your own FidoNet-address, which is the node number of your boss, plus a dot (".") and your point-number appended, i.e., Point 24 of node 2:310/3 becomes 2:310/3.24. That's also the reason for the name "point" - because of the separating dot.

An additional feature available to point systems (compared to normal bbs users) is "file requests". With file requests, new programs and files that are available at the boss system can be "requested" and will be sent automatically during the next call.

A last word on the organization of FidoNet: The sysops of FidoNet nodes are usually individuals, who run their node just for fun. It is their hobby, and they pay for their usually high telephone bills out of their own pocket and partially from donations from users and points. None of the FidoNet coordinators receives a reward/payment for his work or his expenses.

Still, FidoNet works, and it works well. Sure, once in a while, the other node will quit working, just because a sysop went for a holiday and his machine decided to crash as soon as he closed the door, but overall, the network runs fine.

(from Andrew Clayton in a message to GP) "There is another 40K or so on the structure of Fidonet". ❒

Angus Norrie (CCUG(Q)64 Machine Language Programmer) usaes the following memory map of Zero Page locations as a constant reference.

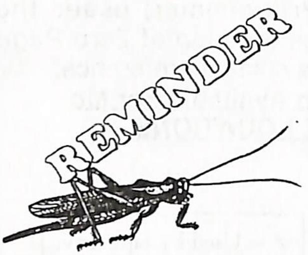
Memory Map Available For Mc ZERO PAGE LOCATIONS

$0002 2
.
$0092 146#
.
$009b 155#
$009c 156#
.
$009e 158#
$009f 159#
.
$00a5 165#
$00a6 166#
$00a7 167!
$00a8 168!
$00a9 169!
$00aa 170!
$00ab 171!

$00b0 176#
$00b1 177#
$00b2 178#
$00b3 179#
$00b4 180#
$00b5 181#
$00b6 182!
.
$00bd 189!
$00be 190#

$00c3 195#
$00c4 196#
$00f7 247!
$00f8 248!
$00f9 249!
$00fa 250!
$00fb 251
$00fc 252
$00fd 253
$00fe 254

#	– Used by tape drive.
!	– Used by RS-232.



NOTICE

A GENERAL MEETING
of all MEMBERS
of the
C.C.U.G.(Q) Inc.(Q)INC

To be held
3rd March 1992, 7:30pm
at the Bardon Professional Centre,
Simpson's Road, Bardon

I am instructed by the CCUG(Q) Management Committee to announce that the March General Meeting will include:

1. **A discussion of a proposal to make CURSOR bi-monthly.**
2. **A discussion of a proposal to abolish the Club's Commercial Software Libraries, and sell its assets.**
3. **A discussion of the aims and objectives of the C.C.U.G.(Q) Inc.**

8 Bit *HELP!* COLUMN

This is the HELP! column for users of C-64, C-128 and other 8-Bit computers. If you would like to share your experience in the fields of programming, software, hardware etc. with your fellow members, submit your name with your area of expertise to the editor. Remember: the more names, the more knowledge can be disseminated amongst our members.

NAME:	HELP OFFERED :	PHONE:
Terry Baade	Contact for M'borough/Hervey Bay Members	(071) 215 059
Kerry De Baar	Basic, Assembly Language	379 5617
Cor Geels	SuperScript, WriteStuff, PaperClip, GEOS	263 2839
Cor Geels	C-64 Newcomers, Printers & Interfacing	263 2839
Doreen Horne	Programming Problems & Disk Corruption	398 7441
Ivor Laggan	GEOS	273 4212
Doug MacLurkin	MicroSwift Spreadsheet, Basic	350 4034
Vic Mobbs	Contact for Sunshine Coast Members	(074) 923 205
Vic Mobbs	SuperScript/Base 64/128, 1581 Disk Drives	(074) 923 205
George Nelson	EasyScript, HAM Radio	848 2456
Angus Norrie	Simon's Basic	371 2945
Craig Rawlins	Pascal, C, Machine Language, Modula-2	379 8957
Ron Rich	H'ware Interfacing for Amat. Radio Prgms	355 2623
Fred Turnidge	Family Roots (genealogy), Write Stuff	(063) 371 124
Denis Wright	C64 <--> Non-Commodore File Transfer	(067) 751 793

Please be considerate - these are after hours numbers, so only ring our members between the hours of 6pm and 9pm during week nights. Thank you!

AMIGA HELP! COLUMN

This is the *HELP!* column for users of Amiga computers. If you would like to share your experience in the fields of programming, software, hardware etc. with your fellow members, submit your name with your area of expertise to the editor. Remember: the more names, the more knowledge can be disseminated amongst our members.

NAME:	HELP OFFERED WITH:	PHONE NO:
Richard Carde	BBS GURU, programming	3006315
Bob Devries	OS9 Operating System	372 7816
Robert Googe	Video & Audio Digitising	288 8863
Steve Hovelroud	Audio Digitising, Amos	298 5128
Gary Lloyd	C Programming (Beginners)	269 7818
Jason Marianoff	RAM expansion, Hardware Mods	89 9 2212
Paul O'Brien	Amateur Radio Communication	397 4102
Brendan Pratt	Modems, Telecommunications, Sidecar	(075) 463 317
Grant Robinson	AmigaBasic	359 4315
John Van Staveren	Easy Ledgers Accounting Program Superbase Personal	372 3651
David Walton	Bridgeboard (IBM)	(071) 834 742
Mike Williams	AmigaBasic (Beginners), Sound	209 9084
Rod Williams	Monitors & Video Interfacing	263 8990

Please be considerate - these are after hours numbers, so only ring our members between the hours of 6pm and 9pm during week nights.

Public
Domain
AMIGA

FISH 571

AutoCLI

A 'DMouse' type replacement that works with WorkBench 2.0 and fully compatible with A3000 & accelerator boards. Always retains the default path and stack, and current directory. Can automatically open CLI/SHELL windows to 1 pixel less than the current screen size on opening. New functions include spline patterning on blanking, toggle freeze mouse, more function keys, mouse activated screen shuffle, close gadgets on Shell windows, and more as many users have requested. This is version 2.12, an update to version 2.06 on disk 567. Binary only. Author: Nic Wilson

CPUSet

A small assembler utility to manipulate the various cache modes of the 68040, 68030 and 68020 processors. The copy- back mode of the 68040 is also supported. The program can operate from the CLI with single or multiple parameters or from Workbench via gadgets. Is compatible with Kickstart 1.3 or V2.04 and requires no external libraries or setpatch commands for the 68040 processor. Binary only. Author: Nic Wilson

Gwin

This is version 2.0 of GWIN restructured as an AMIGA shared library. GWIN or Graphics WINdow is an integrated collection of graphics routines callable from C. These routines make it easy to create sophisticated graphics programs in the C envi- ronment. One-line calls give you a custom screen (ten types available), menu items, requestors, text, circles, polygons, etc. GWIN is a two-dimensional floating point graphics system with conversion between world and screen coordinates. GWIN includes built-in clipping that may be turned off for speed. Use of color and XOR operations are greatly simplified. Many examples of the use of GWIN are included in an examples directory. Examples include line/bar graph program, SPICE 2G.6 graphics post-processor, and others. Extensive documentation is included. This is an update to version 1.1 on disk 433. Author: Howard C. Anderson.

MemClear

Walks through the free memory lists, filling free memory with a user-specified value. Display diagnostic information on CHIP & FAST RAM fragmentation. This is version 1.05, an update to the version on disk 58. Includes source. Author: Dallas J. Hodgson

SysInfo

A program which reports interesting information about the configuration of your machine, including some speed compar- isons with other configurations, versions of the OS software, etc. This program has been very popular with many users around the world and has been fully updated to include many new functions as requested by users. This is version 2.53, an update to version 2.51 on disk 565. Binary only. Author: Nic Wilson

FISH 572

CrossFade

Interesting screen hack that smoothly crossfades between screens. Includes source. Author: Dallas J. Hodgson

Multiplot

An intuitive data plotting program featuring flexible input options, arbitrary text addition, automatic scaling, zoom and slide with clipping at boundaries, a range of output file formats and publication quality printed output. Workbench printers are supported via transparent use of the PLT: device. Postscript and HP Laserjet printers are directly supported. This is version XLNe, an update to version XLNd on disk 467. Includes bug fixes and many new features. Binary only. Authors: Alan Baxter, Tim Mooney, Rich Champeaux, Jim Miller

ResetHandler

Installs a handler in the keyboard.device reset handler list that is called when you press CTRL-Amiga-Amiga. It opens a window and counts down from 9 to 0 in ten seconds and then resets the machine. This gives the machine extra time to do vital things like validating disks, and gives you time to reconsider the reboot. Version 1.0, includes source. Author: Stefan Becker

WBStart

WBStart is a package to emulate the WorkBench startup proce- dure, by loading a program, creating a process for it, and then sending it a WB startup message. Includes a handler process which does the starting of the processes for you and then waits for the startup reply messages. Version 1.0, includes source. Author: Stefan Becker FISH 573

MathPlot

Another function plotter. With lin/log plot and a complete KS 2.0 interface. Needs Kickstart/Workbench 2.0 (V36 or higher). Needs mtool.library (supplied). Shareware, source available from author. Author: Ruediger Dreier

MToolLibrary

A shared library for the Amiga. Some math functions and a bit of Intuition support. This is V2.20, an update to tool.library

V2.06 on disk 376. A special FPU version is included. Freeware, binary only. Author: Ruediger Dreier

MultiPlayer
Music player program which plays Soundtracker/Noisetracker modules, MED modules, and over 15 other types. It contains a simple control panel, and allows creating "programs" to play a list of modules in sequence or in random order. Works well with 1.3 and 2.0. Supports Workbench 2.0's "AppWindow" feature - just drop modules into the MultiPlayer window to play them. Plays modules at the correct speed regardless of video mode (NTSC or PAL). ARexx port and program load/save available in registered version. Version 1.11a, shareware, binary only. Author: Bryan Ford

Plasma
Programs that generate very colorful Plasma Cloud Fractals. Plasma clouds are a special form of fractal which show very smooth color gradations. This is version X.x, an update to version 1.f on disk 285. Includes source. Author: Roger Uzun

Plotter
A program to plot math functions. This is V3.98, an update to version 3.71 on disk 376. Needs mtool.library (supplied). Freeware, binary only. Author: Ruediger Dreier

FISH 574

Chemesthetics
Chemesthetics is a program that draws molecules using the calotte model. This means that atoms are drawn as bowls. Using this model, even extremely dangerous molecules like dioxine look quite nice. Chemesthetics has an Intuition user interface, can save pictures as IFF files, and has many example files. This is version 2.10, an update to version 2.06 on disk 536. Includes source in C. Author: Joerg Fenin / Metalworx

DiskSpeed
A disk speed testing program specifically designed to give the most accurate results of the true disk perform- ance of the disk under test. Automatically updates and maintains an ASCII database of disk results for tested disks. This is version 4.1, an update to version 3.1 on disk 329. Includes source in C. Author: Michael Sinz

MKSLens
This program magnifies a small area surrounding the pointer and displays it in a separate window. The magnification factor is adjustable from 1 to 16. Works in all supported display modes except for HAM. Binary only. Author: Michael Sinz

NewZAP
A third-generation multi-purpose file sector editing utility, from the author of FileZAP. Displays and edits full 512-byte sectors via a 106 character wide internal font. Includes a search feature to find specific strings or hex digits, forwards or backwards. User-customizable, with new printing feature added. This is version 3.3, an update to version 3.18 on disk 164. Now DOS 2.0 compatible. Binary only. Author: Dallas J. Hodgson

FISH 575

AmigaToNTSC
AmigaToNTSC patches graphics.library so it will think you have an NTSC Amiga. AmigaToPAL will patch it to think you have a PAL Amiga. Custom screens will open in the mode selected. Version 1.0, binary only. Author: Nico Francois

DataPlot
A program that plots data and algebraic functions in 2D. The user simply clicks on an option screen to select various options, such as type of marker, log or linear axis, auto vs manual scaling, gridlines. The macro language makes similar, repetitive plots easy to do. Data points can be transformed by an algebraic function prior to plotting. A macro can be automatically executed upon

startup-up. Plots in any resolution from 320x200 to 640x400. Plots can be saved as macro commands and IFF ILBM files. Prints directly to Epson compatible printers, or to any Preferences supported graphics printer via the PLT: device. This is version 2.16, which now includes a Legend command, and is now freeware. Fixes several bugs, including the optimizer for DrawFunction. Update to version 2.1 on disk 532. Source available from the author. Author: J. Dale Holt

PPLib

A shared library to make life easy for people who wish to write programs that support PowerPacker. Loading crunched files from C or assembly is made fast, short and easy. This is version 35.256, an update to version 35.255 on disk 561. Includes source. Author: Nico Francois

ReqTools

A standard Amiga shared runtime library which makes it a lot quicker and easier to build standard requesters into your programs. Designed with CBM's style guidelines in mind, so that the resulting requesters have the look and feel of AmigaDOS 2.0. Version 1.0b, an, update to version 1.0a on disk 561. Includes source. Author: Nico Francois

FISH 576

Analyzer

This program allows data stored in one or more files to be examined as representations of electrical signals, either graphically or numerically, in the same manner as with a logic analyzer. Screendumps of the display may be produced. Compatible with NTSC and PAL machines. Tested with Kickstart 1.2 and 1.3. Version 1.00, binary only, shareware. Author: Andrew Hackett

Budget

A program to help with managing personal finances. This is version 1.3.4, an update to version 1.3.3 on disk 546. New features include search, selection, replace, and printer output. Binary only. Author: Le Lay Serge Camille

TermII

A telecommunication program with some nice features, including an ARexx Port, external process communications, XPR support, programmable function keys, postscript downloading to laser printers, phone book, programmable panel buttons, public screen support, etc. Documentation in English and in French. Needs Workbench 2.0. Version 1.1, binary only (some examples in C). Author: Eric Gontier

FISH 577

LhA

A very fast archiver that is compatible with MS-DOS LhArc V1.13 and LHA V2.13, as well as the Amiga LhArc. LhA is very memory efficient, has been written with stability and reliability in mind, has carefully optimized compression and decompression routines, is multitasking reentrant and pure, handles multiple volume archives (registered version only), and more. Also includes LhASFX, which creates SFX (self-extracting) archives from ordinary LhA archives. Version 1.0, shareware, binary only. Author: Stefan Boberg

OwnDevUnit

This is the initial release of the OwnDevUnit.library programmer's pack. It provides an extended locking mechanism for a device/unit pair that makes using programs like getty much easier. Getty is a program that sits on the serial port waiting for calls to come in. By using OwnDevUnit.library, a program can request that getty temporarily release the serial port. Includes source. Author: Christopher Wichura

PetersQuest

This cute game has you, the intrepid Peter, following a trail of hearts through a world of 20 levels, riddled with porcupines and other hazards, to rescue Daphne, the love of your life that has been kidnapped by the evil Brutus. Includes digitized sound and colorful graphics. Version 1.2, an update to version 1.0 on disk 224. New features include super speed, super jump, rocket pack, and more. Binary only. Author: David Meny

TurboQuantum
A SCSI bit twiddler program that will set or clear the "Disable Disconnection" bit in a Quantum drive's "Control Parameters Mode Page". Disabling disconnection during data transfers can result in a large performance boost on some systems. Binary only. Author: Ben Fuller

FISH 578

Spice3
A version of the SPICE3e2 circuit analysis program which has been modified to run on the Amiga. This version is written in C, as opposed to the FORTRAN version on disk 278, and includes dynamically allocated memory, interactive post-processing and graphical plots. Requires a minimum of 1 MB of memory. Version 3e2. Binary only. Author: Many at UC Berkeley, amiga port by Brett Larson

FISH 579

BinToHunk
A utility to convert a raw data file (text, bitmapped image, etc.) into an Amiga Hunk format object file that can be linked using Blink. This is version 1.0, includes source. Author: Ray Burr

Cass
Cassette Cover Printer V1.1 is a program to make cassette labels. It produces either the usual ASCII-character-labels or a source-text that can be fed to LaTeX. Written in Maxon's Kick-Pascal, source included. Author: Jörn Clausen

OctaMED
A music editor which was originally designed for making music for programs (demos, games, etc), but works well as a stand- alone music program as well. OctaMED is the 8-channel version of MED. This is version 1.00b, released as a demo for the new version 2.0, which is a commercial product. Binary only. Author: Teijo Kinnunen and AmigaNuts United..

FISH 580

WorldDataBank
Using a database of coordinates compiled by the CIA and made available under the Freedom of Information Act, this program plots world maps in cylindrical or spherical projections, with various degrees of magnification. This is version 2.2, an update to version 2.0 on disk 262, and now includes the largest available data file, for detailed mapping of even small sections of the globe. Includes source. Author: The CIA, Bob Dufford, Mike Groshart

FISH DISK 581

FileLocator
Searches up to 28 mounted devices for specific files using wildcard matches. Version 1.0, binary only. Author: Joe Rattz.

Neuro
A neural network simulator which is able to learn patterns (e.g. letters) and recognize them. The program handles Hopfield and Backpropagation networks. Some examples are included. Version 1.0, binary only. Author: Berthold Ruf and Ulrich Wisser

Prism
An ANSI editor that allows animations, and complete color control. It is used on many BBS's to create animated screens. Includes a configuration editor, font control, and variable playback speed. Version 1.4, includes source. Author: Syd Bolton, Chris Timmerberg, Colin Vernon

StopWatch
A stop watch application with the precision of one millisecond (variable), which scans the joystick button. Full multitasking capability and intuition interfacing, additional display screen for genlock output, ARexx port for parameter/result handling and screen manipulations. Written in Modula 2 and assembly language. This is version 3.0S, an update to version 2.0 on disk 466. Binary only. Author: Christian Danner

StripANSI
Removes all ANSI codes from a text file, so that only the bare text remains. It is useful for editing terminal program capture buffers. Two versions are provided: one for the command line (CLI) and one with a full Intuition interface. The Intuition version includes the ability to selective strip certain ANSI codes, and generates a complete report. This is version 1.0, and includes full source in C. Author: Syd Bolton

FISH DISK 582

Diplomacy A classic strategy game loosely based on World War I. Designed for several players but can be played by as few as 2. The computer manages the game, resolving orders and graphically displaying the current status. Also provides map design capabilities for game variants. Version 2.0, shareware, binary only (source available from the author with shareware payment). Author: Steve Douthat

Questionatort
A program to create, update, and present multiple choice questionnaires. Version 1.07, shareware, source available from author. Author: Erik Von Raspator

VideoDat
A very simple databank to store information about your videos. Version 1.2, binary only. Author: Sascha Fengel

FISH DISK 583

ARoff A complete and powerful program for text formatting, much inspired by the "nroff" utility on UNIX systems. This is version 1.12. Includes source, and documentation in both English and French. Author: Denis GOUNELLE

ATbl
A program for table formatting, somehow inspired by the "tbl" utility on UNIX systems. Can produce printer output, with IBM graphics characters, or a regular IFF ILBM file which can be read by any decent desktop-publishing or word-processor program. This is version 1.00. Binary only, with English and French documentation. Author: Denis GOUNELLE

CPUSet
A small assembler utility to manipulate the various cache modes of the 68040, 68030 and 68020 processors. The copyback mode of the 68040 is also supported. The program can operate from the CLI with single or multiple parameters or from Workbench via gadgets. Is compatible with Kickstart 1.3 or V2.04 and requires no external libraries or setpatch commands for the 68040 processor. This is version 1.5, an update to version 1.1 on disk 571. Includes source. Author: Nic Wilson

FullView
A text viewer that uses gadgets at the bottom of the screen (thus can display text 80 columns wide), opens up to the full size of the Workbench screen, displays ANSI color sequences and can load files compressed by PowerPacker. Also shows IFF pictures (which can also be compressed). This is version 3.04, an update to version 2.02 on disk 412, binary only. Author: Jonathan Potter

StopWatch
A program to time events, including intermediate events, with an overall accuracy of about 250 milliseconds (since the timing

events are registered by human interaction). Version 1.0, binary only. Author: Joe Rattz,

SuperLock
A very flexible security program that can lock any or all of the devices present in the system, making access to them impossible. It can also optionally lock the keyboard and the mouse. Version 1.01. Requires arp.library. Binary only. Author: Jonathan Potter

SuperSpell
A global spelling checker that checks your spelling no matter what program you are typing under. Can be used to check spelling when typing on a BBS, in a text editor, or anywhere else. Comes with a 9000 word dictionary, which you can edit, add to or replace completely. Version 1.1, binary only. Author: Jonathan Potter

SysInfo
A program which reports interesting information about the configuration of your machine, including some speed compar- isons with other configurations, versions of the OS software, etc. This program has been very popular with many users and has been fully updated to include many new functions. This is version 2.56, an update to version 2.53 on disk 571. Binary only. Author: Nic Wilson

TplEdit
A gadtools template editor that is able to generate standalone C source code and does generate its own surface. This is version 2.00 beta, an update to 1.00 on disk 480. Requires AmigaDOS 2.0. Includes source. Author: Matt Dillon, enhancements by Koessi

WorldTime
A clock that has two states. In the first state, it has a small window which shows the current time and also the current time in another city in the world. In the second state, a large window shows the time in 84 cities throughout the world. The list of cities is configurable. Version 1.31, includes source. Author: Jonathan Potter

FISH DISK 584

DataPlot DataPlot is a very special function "plotter". It does not really plot the data, but it creates a ".dat" file containing the function which you typed in and the corresponding values that have been calculated. The ".dat" file can then be read in by "MultiPlot" (from AmigaLibDisk 467), so that you can mani- pulate the data with much more powerful functions than most normal function plotter programs offer. This is version 1.00. Public Domain. Source in C included. Author: Stefan Zeiger

Electron
Electron World is a cellular automation described in "Spektrum der Wissenschaft" ("Scientific American") March 1990. This is version 2.01, an update to version 1.20 from WizardWorks1. Shareware US$ 10. Binary only. Author: Stefan Zeiger

EnvPrint
EnvPrint is a handy tool for printing envelopes for letters. Just type in the addresses or load them from disk, and EnvPrint will organize the printing job for you. Version 1.20. Shareware US$ 10. Binary only. Author: Stefan Zeiger

ExeC
ExeC is a small utility for executing CLI/Shell-Commands from the Workbench. This is version 1.10. Freeware. Binary only. Author: Carsten Raufu.

IFFWizard
IFFWizard shows all chunks of an IFF file together with a short description and the chunk lenght. It knows over 170 Chunk- and Type-IDs and descends recursively into FORM-, LIST-, CAT- and PROP-chunks. This distribution also contains a companion file with a list of all chunk- and type-IDs known by IFFWizard. This is version 1.10. Freeware. Source in C included. Author: Stefan Zeiger

RevHead
REVHEAD is a program for generating info files for your existing sourcecodes/executables. The info data is stored in a separate file. Features Kick/WB 2.0 environment. Version 1.05. Freeware. Binary only. Author: Carsten Raufu_

SpLi
A program for generating spheric lissajous figures. Algorithm taken from 'Spektrum der Wissenschaft'. Version 1.00. Public Domain. Includes C sourcecode. Author: Carsten Raufu_

TextStat
An extended "wc" (word count) program. It has all features of the SAS/C "wc" plus the ability to count the frequency of ASCII characters, alphabetical characters and many other things in a text. Version 1.10. Freeware. Sourcecode included. Author: Stefan Zeiger

TurboLife
A quite comfortable implementation of the cellular automation "Life". Version 2.01. Update to version 0.60 from WizardWorks1. Shareware US$ 10. Binary only. Author: Stefan Zeiger

WizardClock
The ultimate workbench clock. Features a nice WB2.0 design, an easy-to-use intuition interface, 3 languages, analog clock, digital clock, calendar, alarm, and the ability to "read" the date and time with the "SPEAK:" device. Version 1.20. Public Domain. Source in C included. Author: Stefan Zeiger

WizardFiler
This nice file requester is an enhanced version of Anders Bjerin's "FileWindow" from disk 337. It is very comfortable and has a nice WB2.0 design. Version 1.01. Source code in C included. Public Domain. Author: Stefan Zeiger, Anders Bjerin

FISH DISK 585

RayDance
Demo version of the RayDance raytracer. This is a fully functional version except that it requires clicking on a continuation prompt after every 15 minutes of rendering time and the total number of polygons and spheres in a scene is limited to approximately 1400. Includes both software and hardware floating point versions. Requires a minimum of 1Mb of ram. Version 1.0, binary only. Author: Charles Comstock

FISH DISK 586

AzMake
A work environment for Aztec C. You can compile, assemble, link, print, etc your programs by clicking a gadget. Typing in the Shell is out. Version 1.1, shareware, binary only. Author: Christian Friedel

BlackHole
A little utility that acts like a "super-trashcan" and adds an appicon to the Workbench backdrop window. As such, BlackHole requires AmigaDOS 2.0. You can drag file or drawer icons onto the Black Hole and you will then be asked if you really want to delete the items. Version 1.0, binary only. Author: Parsec Soft Systems

Contour4D
Creates colored, altitude mapped objects for Sculpt 4D. Two IFF brushes are used; one to supply the color for the object and a second which, by its color intensity, gives an altitude for the object at that point. Objects are optimised so that large areas of one color and height become a single larger set of faces. Objects are output in Sculpt '.scene' format. Works with ordinary, HAM or Extra-Halfbrite brushes. Any palette colors can be omitted from conversion and all palette colors can be of different textures. Full Intuition interface. Version 1.5, shareware, binary only. Author: Bruce Thomson

LSlabel

A simple label printing utility. Very powerful as the user can/must do a lot of settings by himself. Features include variable linefeeds (in 1/216 inch steps) between 21 independant lines and freely configurable printer codes. Version 1.1.2, an update to version 1.0 on disk 478, binary only. Author: Stefan Berendes

Opus8

A program to convert MacIntosh 8-bit sounds to Amiga 8SVX format. Includes source in PCQ Pascal. Author: John A. Safranek

TheGallows

A hangman type game with over 3000 words. The objective of the game is to fill in the blanks and guess the word before the prisoner is hung, after the seventh miss. New words can be added to the list of words to guess, up to a maximum of over 9450 words. Version 1.0, shareware, binary only. Author: Joe Rattz, Jr.

Tree4D

Creates 3D branching trees for Sculpt 4D complete with leaves. Many aspects of the shape and design of the trees are modifiable, including color and detail level. Objects are output in Sculpt '.scene' format. Full Intuition interface. This is version 1.5, shareware, binary only. Author: Bruce Thomson

FISH DISK 587

ConLib

A run time reentrant library, developed with the purpose of making life easier for application programmers. It contains functions to format and display text, accept keys/messages, strings, or numbers, and to handle cursor and screen control, among other things. Version 2.00, includes source in asm. Author: Bjorn Reese

GMC

A console handler with command line editing and function key support. GMC provides extended command line editing, function key assignment in four levels, extended command line history, online help for functions in the handler, and an iconify function. Also includes an output buffer (dump to printer and window), filename completer, script function, undo function, prompt beeper, pathname in window title, close gadget for KS 2.0, etc. This is version 9.11, an update to version 9.8 on disk 434, with some new features and some bug fixes. Shareware, binary only. Author: Goetz Mueller

TMKBP

The Multi-Kickstart Board Project lets you build a Kickstart ROM switcher compatible with the Amiga 500 and Amiga 2000. It will hold up to 3 versions of Kickstart, and can be switched between via an external switch. If software does not work under kickstart 2.0, simply flip the switch and reboot under 1.3. It includes full step-by-step documentation, as well as schematics, and diagrams. This is revision 3.1. Author: Neil Coito and Michael Cianflone

FISH DISK 588

FifoLib

FIFO: is like PIPE: but is based on fifo.library rather than its own implementation. Fifo.library is a general fifo library implementation that supports named fifos, writing to a fifo from a hardware exception, multiple readers on a fifo with each getting the same data stream, efficient reading, and automatic or manual flow control. Programs that require non-blocking IO can access one side of a FIFO: connection via the fifo.library instead of the FIFO: device. Version 3.4, an update to version 3.1 on disk 519. Includes some source. Author: Matt Dillon

FracBlank
A commodities screen blanker written for AmigaOS release 2.x. When running will blank the screen and start to draw real plane fractals such as described in the September 1986 issue of Scientific American. The resulting images may remind you of spiders' webs, lace or even the Chladnian patterns formed by grains of sand strewn across a vibrating surface. This is version 1.8, an update to version 1.4 on disk 535, and includes numerous bug fixes and enhancements (such as multicolor mode). Includes source in 'C' and assembly language. Author: Olaf 'Olsen' Barthel

MandelSquare
Yet another program to generate images from the Mandelbrot set, different from most implementations in that it runs only under AmigaOS 2.x, requires an '020/'030/'040 CPU and a numerical coprocessor. The calculation routines were written in '881 assembly language for maximum speed and precision. Also included is a 'movie mode' which allows generation of long camera zooms to spots in the Mandelbrot set. The resulting animations can be saved in ANIM-opt-5 format, allowing to replay them using 'MandelSquare' or standard animation software. Version 1.3, includes source in 'C' and assembly language. Author: Olaf 'Olsen' Barthel

FISH DISK 589

Term
A gift-ware telecommunications program written for AmigaOS release 2.x (Kickstart 37.175 and Workbench 37.67 or higher required). Features include total configurability, full ARexx control, Xpr-transfer support, filetype-identification after download, cut & paste/point-and-click on screen, auto upload and download, scrollable review buffer of unlimited size, solid and fully-featured VT100/VT220/ANSI emulation, optional fast atomic terminal emulation, hotkey support, powerful phonebook and dialing functions, ability to save and print the contents of the screen as IFF-ILBM or ASCII file, full overscan and screen resolution support (new ECS screen modes included), asynchronous operation and a lot more. Comes with seven Xpr-transfer libraries (ascii, jmodem, kermit, quickb, xmodem, ymodem & zmodem) and documentation both in German and in English. This is version 1.9c, an update to version 1.8a on disk 534. Includes full source in 'C' and assembly language. Author: Olaf 'Olsen' Barthel

FISH DISK 590

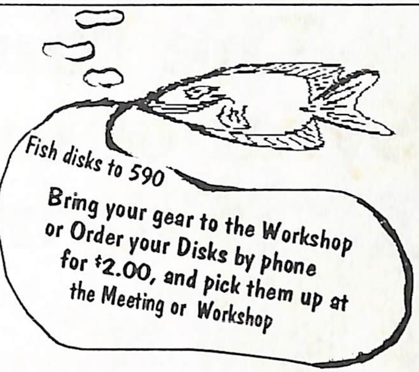
Crystals
A computer simulation of three-dimensional crystal lattices which permit you to observe stereoscopic views of any of the fourteen Bravais lattices with a variety of orientations, while rotating and posititioning them in real time. The frame rate is between 10 and 30 frames per second, depending upon the options selected and the Amiga being used. It is primarily intended for educators and students in physics, chemistry, and geology. It is most suitable for use in conjunction with a course in solid state physics, or a course in crystallography. Version 2.15, shareware, binary only. Author: David McKinstry

EquiLog
A Master-Mind type game. Version 1.36, binary only. Author: Pierre-Louis Mangeard

MICE
My Image Code Editor. MICE generates source code from standard IFF pictures. Can generate either assembly or C source. Version 1.2, binary only. Author: Pierre-Louis Mangeard

Seeker
A 'find file' type utility for AmigaDOS 2.0 with more features than most such programs. Intuition interface supports AmigaDOS and unix-like wildcards. Several operations can be performed on found files. Version 1.2,

SuperDuper
A very fast disk copier and formatter. Can make up to four unverified copies from a ram buffer in 36 seconds. Verified copies from a ram buffer take 67 seconds for one destination drive, plus 34 seconds for each additional destination. This is version 2.01, an update to version 2.0 on disk 561. Now includes a program to fine tune some fields in the trackdisk device, and a "no click" type program. Binary only. Author: Sebastiano Vigna


Fish disks to 590
Bring your gear to the Workshop
or Order your Disks by phone
for $2.00, and pick them up at
the Meeting or Workshop

PRINTER RIBBON REJUVENATION

Stephen L. Hack

This is an idea for the rejuvenation of printer ribbons, the original idea came from an ATARI, (Yuk), user group newsletter in America. It was then printed in Electronics Australia October 1991, letters to the Editor.

The Rejuvenation process involves spraying the ribbon with either CRC 2-26 or CRC 5-56, the original writer went to great lengths to point out that only CRC would work and other sprays would Gum up the works.

Figuring I had nothing to lose, I tried this on a very old ribbon from my Star NX1000 CL. I soaked a small piece of foam with CRC 5-56 and then drove the ribbon, with my battery powered drill, while holding the foam against the ribbon. On refitting the ribbon I was amazed at how dark the print was as this ribbon was previously able to barely produce readable letters.

I then fitted my colour ribbon similarly treated and this has also shown a remarkable improvement. The only disadvantage of the process appears to be that the letters are not as "Crisp" as with a new ribbon, however as most of my printing is only "Draft" quality it is not a problem for me.

My suggestion is to give it a try on an old ribbon and see if it will work for you.

(Real Dot Matrix printer ribbon ink is available from Ossoft at Cleveland. About four years ago I bought a lifetime supply for $6.50. Ed)

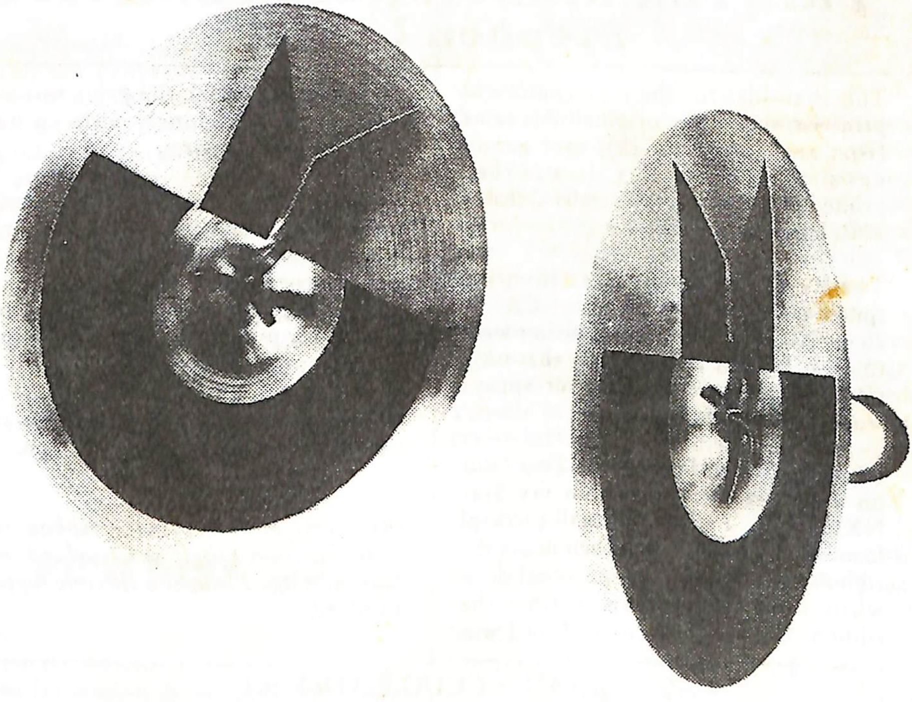
64/128 CCUG PD Disk 164

Novaterm-3
Novaterm is a shareware terminal for the C-64, Self dissolving files, which requires a blank formattted disk; supports 80 column mode. (Note: press C= z to return to menu).
MODEMS: a article by D. Maclurkin explaining modems, baud rates, parity etc. Files in true ASCII -use TWS to view it.

64/128 CCUG PD Disk 165

Desterm: Desterm is a shareware terminal program for the 128.

The Number One Symbol in Computers. Commodore.



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